

The Coils of Hate

**A fan work by Stuart Lloyd,
based on the original book by
Mark Smith.**

Preface by Stuart Lloyd

I remember the time I was first introduced to *The Coils of Hate* – one of my friends at primary school gave it to me thinking I would like it. He was right. It is a gamebook after all. I also remember the character I played – I picked Swordplay, Spells, Charms and Cunning, wanting to be both a warrior and a wizard in one. I wanted it all. However, the book took me ages to crack, but eventually I did. After a while, I forgot about it and went on to read other gamebooks.

However, 20 years on, when people started writing about gamebooks on the internet, I found out and rediscovered a great deal about *The Coils of Hate*. People wrote scathing reviews of it, citing its illogical choices, its numerous sudden deaths and its errors. This may have been true, but upon rereading it, I found a great deal of depth not found in almost all other gamebooks. First of all, there is a message of tolerance. The plight of the Judain was far too subtle a parallel for real life persecution to a 10 year old me, but I quickly found out about it and I realised that Mark Smith was trying to accomplish a lot in what at first glance is a book about killing a giant monster.

There are also several rich characters, including the character you play. Very few gamebooks give a character such depth, but your character has friends and relationships. Your character is also deeply human and flawed almost to the point of being delusional, whether it is thinking that the obvious hussy Lucie is a sweet innocent girl or thinking that a bunch of ragtag misfits can take on the heavily armed and armoured guards of the Overlord. Looking through this book, I realised that the main character is completely out of his depth, yet attempts the seemingly impossible mission of saving his city and stopping the persecution that his people have suffered. And with every survived encounter, he grows from a young man, obsessed with dreams of his own heroism and abilities into the saviour that Godorno needs.

For this reason, I set out to build upon the excellent story, setting and characters that Mark Smith had created. To do this, I selected the parts that are remembered fondly, removed the more frustrating elements from the original and enrich it with my own take on the gamebook. I hope you enjoy it.

Stuart Lloyd, 2016.

How to use this book

This is a gamebook where you do not read from beginning to end, but rather you make choices. Whether you live or die is up to you.

To start your adventure, simply choose your character from the list below. Each character has a unique selection of four skills; these skills will decide which options are available to you.

Fill in the skills of your chosen character on the adventure sheet below. Also note your Life Points and your possessions.

Life Points are lost each time you are wounded. If you are ever reduced to zero Life Points, you have been killed and the adventure ends. Sometimes you can recover Life Points during your adventure but you can never have more Life Points than you started with.

You can carry up to eight possessions at a time. If you are at this limit and find something else you want, drop one of your other possessions (by crossing it off your Adventure Sheet) to make room for a new item.

Consider your selection of skills. They establish your special strengths, and will help you to role-play your choices during the adventure. If you arrive at an entry which lists options for than one of your skills, you can choose which skill to use in that situation.

That's all you need to know. Now choose your character.

Premade characters

The Avenger

Skills: Agility, Streetwise, Swordplay and Unarmed Combat

Profile: Your life is dedicated to settling blood feuds. If there is injustice, you are called upon to even the score.

Life Points: 10

Possessions: Sword

Money: 35 gleenars

The Sandek

Skills: Roguery, Seafaring, Streetwise and Swordplay

Profile: Your ruthlessness and ambition have made you a respected leader of the Godorno underworld.

Life Points: 11

Possessions: Sword

Money: 35 Gleenars

The Chakham

Skills: Agility, Charms, Folklore and Unarmed Combat

Profile: You have preserved sacred traditions with pride. Now use your skills and wisdom to become the saviour of your people.

Life Points: 10

Possessions: Magic amulet

Money: 35 gleenars

The Cabbalist

Skills: Charms, Folklore, Seafaring and Spells

Profile: You have travelled far and wide in the study of magic and now it is time to put your knowledge to the test.

Life Points: 11

Possessions: Magic amulet, magic wand

Money: 5 gleenars

The Schnorer

Skills: Cunning, Roguery, Streetwise and Unarmed Combat

Profile: You live by your wits, a familiar figure on the streets of Godorno where you are famous for your audacity.

Life Points: 10

Possessions:

Money: 50 gleenars

The Nazirite

Skills: Charms, Cunning, Swordplay and Wilderness Lore

Profile: Your talents derive from your holy vows which endow you with great strength and luck.

Life Points: 11

Possessions: Magic amulet, sword

Money: 20 gleenars

The Seer

Skills: Cunning, Roguery, Spells and Swordplay

Profile: Your life amounted to nothing until the angel Raziel appeared to you in a vision and granted you second sight.

Life Points: 10

Possessions: Magic Wand, Sword

Money: 5 Gleenars

Design your own character

First pick any four skills of your choice from the list of skills below. Just pick the skills at the moment. Unlike other Critical IF books, having a skill that requires a possession does not necessarily mean that you start with that possession.

Agility

The ability to perform acrobatic feats, run, climb, balance and leap. A character with this skill is nimble and dextrous.

Cunning

The ability to think on your feet and devise clever schemes for getting you out of trouble. Useful in countless situations.

Roguary

The traditional repertoire of a thief's tricks: picking pockets, opening locks and skulking unseen in the shadows.

Spells

A range of magical effects encompassing illusions, elemental effects, commands and summonings. You must possess a magic wand to use this skill.

Swordplay

The best fighting skill. You must possess a sword to use this skill.

Unarmed Combat

Fisticuffs, wrestling holds, jabs and kicks, and the tricks of infighting. Not as effective as Swordplay, but you do not need weapons – your own body is the weapon!

Charms

The use of subtle magic to bend the tides of fate to your favour. Allows you to gain that most elusive of qualities: luck. You must possess a magic amulet to use this skill.

Folklore

Knowledge of myth and legend, and how to best deal with supernatural menaces such as garlic against vampires, silver arrows against a werewolf and so on.

Seafaring

Knowledge all about life at sea, including the ability to handle anything from a rowboat right up to a large sailing ship.

Streetwise

With this skill you are never at a loss in towns and cities. What others see as the squalor and menace of narrow cobbled streets is home to you.

Throwing

The skill of hitting things accurately with things you throw. You must possess a knife to use this skill.

Wilderness Lore

A talent for survival in the wild – whether it be forest, desert, swamp or mountain peak.

Life Points

Your initial Life Points is 10. However, you may increase it by 1 if you have the Wilderness Lore skill. You may also increase it by 1 if you have the Seafaring skill (so if you have both Seafaring and Wilderness Lore, your initial Life Points total is 12) as learning these skills inspires toughness.

Possessions

You begin with 50 gleenars and you may spend them now on the items listed below. Any money from the 50 gleenars that you don't spend can be kept for the adventure ahead.

Knife	5 gleenars
Sword	15 gleenars
Magic amulet	15 gleenars
Healing salve (can be used once to restore 1 Life Point)	20 gleenars
Magic wand	30 gleenars

Adventure Sheet

Skills (choose four)

1. _____

3. _____

2. _____

4. _____

Life Points

Initial score _____

Current score _____

Notes and codewords

Possessions (maximum of 8)

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

Money _____

Prologue

You are down on your luck, but you will not swallow your pride and look for a job. Every day a throng of hopefuls gathers outside the rich palazzi of the riverfront. Others seek to join a trader's caravan as a guide or guard. The caravan lines are swelled by tall proud Judain slaves with their glittering black eyes, backs bent under casks of jewels, spices and silks. Those turned away from the caravans will drift at last to the seaweed-stinking waterfront to become rowers in the fleet and begin a life no better than slavery.

In your heart, you know that your destiny, the destiny of a Judain is greater than this. You knew this ever since the rabbi Caiaphas recognised the potential in you as a child and sent you to be instructed by the best the Judain could offer. He knew that you would accomplish great things. Now you are without peer among your people. One thing only you lack: a sense of purpose, a quest to show your greatness and put your skills to the test.

The city of Godorno is a stinking cess-pit. You find it hard to believe that once it was called 'The Jewel of the East'. In the past two centuries Godorno has become a byword for decadence, luxury and idle pleasure. Everywhere you look you see the insignia of the winged lion, once the proud standard of the city's legions. Now it stands as the very symbol of corruption and evil.

Your people are rich, but the non-Judain of Godorno covet those riches 'Usurers, thieves,' they cry as your people walk the streets going about their daily business.

The Overlord stokes the fires of discontent. When those who speak out against his cruel reign disappear, never to be seen again, he blames the Judain. When people starve because he sells the harvest to the westerners for jewels, spices and silks, his minions say it is the Judain who profit from his peoples' wretchedness. Some Judain have retaliated. A group called the Sycaari has formed which inflicts acts of revenge upon the Overlord's followers. However, Caiaphas, your mentor is against this 'No good will come from meeting hatred with hatred,' you once heard him tell you 'We must show our enemies how to live before the drag us all down into the depths of hate.'

Caiaphas has always urged the Judain to resolve things peacefully and to make connections with the non-Judain of the city, but the Overlord's insidious messages are too far reaching. Now the people hate you and all your kind. Soon it will not be safe to walk the streets.

1

Walk the streets you must, for there is no food and nothing to be gained from idling here in the hovel you call home. You push the rotten front door open gently. There is a wet cracking noise and it splinters, coming off its hinges. You jump past into Copper Street as it falls into the street and breaks. It is beyond repair.

Even before you turn the corner of the narrow mired street, a prowling thief, a sewer rat escaped from the fleet, is going into your home. You let him. You are carrying everything you own. He will find nothing but tick-ridden blankets and a leaking earthenware pot or two.

As you turn your back on the grey stone shacks of Copper Street, a youth, gangling and pasty faced, spits in your eye and calls out 'Judain scum.' His green eyes ooze malice. The boy is beneath notice. He sneers with his nose in the air, like the rich folk of the riverfront, but his sailcloth breeches are out at the knees. His father is probably a tanner or a tinker or some such.

Your time in Godorno has taught you to ignore such insults. However, the youth is not content to leave it at insults. He pulls a tanner's knife from his pocket. It is long, sharp and menacing.

If you have a sword and you wish to break the law of Godorno by unsheathing your sword here in the street, turn to [129](#).

If you have Unarmed Combat, turn to [322](#).

If you rely on Cunning, turn to [249](#).

There is no time to cast a spell, but if you have Charms and an amulet, turn to [504](#).

Otherwise, you had better run: turn to [328](#).

2

Your band fight valiantly against Hate, slashing its purple flesh so that huge chunks fall off. To defend itself, tentacles grow out of Hate's body which lash at you with great force.

If you have Swordplay, lose 4 Life Points.

If you don't have Swordplay, lose 6 Life Points.

You are wounding Hate grievously, but your friends are tiring. A look of desperation appears on Talmai's face. Will you be able to slay the creature?

If you have the ivory pomegranate, turn to [268](#).

If not, turn to [18](#).

3

Rulership would be a good choice here. You speak the words of the spell and point your wand at one of the soldiers. 'Get away from him!' you hear him yell 'The reward for this one is all mine!' he shouts as he draws his sword. The other two also draw swords. The soldier you are controlling swings at one of the others who defends himself and soon a three way brawl erupts. The Judain slinks away, forgotten in the midst of the fighting.

He heads towards you. Turn to [417](#).

4

You approach the guards confidently. Picking the pocket of one of the guards while you hand him your gold with the other hand is child's play to someone of your accomplishments. You palm his gold to your other hand and let the coins drop one by one into his greedily outstretched palm.

'Where's my share?' demands another of the gate guards, holding out his palm, while his other hand rests menacingly on the pommel of his rapier. You clap him on the back and empty his money pouch as you do so, also relieving him of a fine gold chain that hangs at his neck in the process. All four guards are soon happy with their own money newly shared out among them and, at last, you are allowed out of the city.

Add 15 gleenars to your money and turn to [552](#).

5

As he sees who you are, the guard reaches for his horn and blows it. The three of you run through the streets. Marmeluke knows the streets well and before long, you have lost the guards. Eventually, you return to Ginath's house. Ginath puts you up for the night and feeds you. You have not delivered all of the goods, but Jared still gets paid a fair bit. He gives you and Marmeluke 75 gleenars each.

'Not bad for a night's work, eh, friend?' Says Marmeluke.

In the morning, you leave Ginath's house. He is going to use the food and drink to share amongst the Judain left in the city. You both bid each other good luck. You then plan on making your escape. Turn to [42](#).

6

You pick the man up and sling him over your shoulders. It is hard going along the road and you have no idea how long it will take to get him to someone who can help.

Lose 2 vitality points.

However, you come to an inn on the side of the road. You bang on the door. It is opened by a kindly looking man who waves you in immediately and goes into the kitchen. He soon emerges with a jar of herbs which he uses to attend to the man. Eventually the man wakes up.

Tearfully, he thanks you for saving his life and apologises for not being able to reward you in some way. However, you assure him that a good deed is its own reward.

Add the codeword Satori to your notes.

You decide what to do next. Turn to [377](#).

7

You hack wildly at the cloying purple flesh of Hate, opening up great gashes in its side which pour out vile yellow pus. As fast as you cut so the blob twitches, spasms and convulses, sucking the wretched guards into its soft embrace. You have to think of something else, so you try using the flat of your blade.

Bashing Hate with the flat of the sword reduces the viscous purple flesh of the monster to jelly. Several of the guards are now able to pull themselves out of the body of Hate as it recoils from your punishing blows. Those still trapped implore their comrades to stay and free them, but not one of those you have rescued is prepared to risk his life for his friends.

Eyes wide with terror, they bolt past you. Turn to [157](#).

8

You hurl the pomegranate with force and accuracy and it shoots straight into Hate's mouth and down its throat. The beast starts to shudder and a look of fear appears on its face.

The creature knows that its days are numbered. Turn to [410](#).

9

Skakshi takes you by a devious route, perhaps hoping you will get lost in the foreigners' quarter, which you have been travelling through now for ten minutes.

'What do you have in mind for Melmelo?' Skakshi is anxious to know whether you intend the Guildmaster of Thieves any harm. There is naked ambition gleaming in his eyes; he is a truly nasty piece of work.

'Wait and see,' you tell him.

At last you stand before a white stuccoed villa with an ornamental steam bath bubbling in the garden.

'This is Melmelo's place. The soft living here has made him unfit to lead our guild. There are many who are just waiting for something to happen.'

'Thank you, Skakshi, for guiding me here. What is the password? I don't want to be killed for calling without an invitation.'

'Just shout, "Enchantress" and they will let you in. If anything happens, remember it was me, honest Skakshi, who bought you here. Don't tell Melmelo though.' With that he is gone; he blends into the shadows like a ghost.

Walking up to the double doors of the villa you cry the password for all to hear. Turn to [540](#).

10

Sailing amid a froth of high flitting cloud, the moon casts a thin creamy light down to the narrow streets. You slide from shadow to shadow until you reach Mire Street, where you pause in the lee of a doorway to take stock of your target. No lamp shows in the windows. On the upper storey, one of the latticed windows overlooking the street has been left ajar. According to the etiquette of your chosen profession, this is tantamount to an effusive invitation. Detaching yourself from the darkness, you make a nimble ascent of the shop front and slither in through the open window. Tiptoeing lightly over a large slumbering guard dog lying across the landing, you quickly reconnoitre the house, discovering three of the Overlord's soldiers on watch in an upstairs room. Surveying them from behind a drape, you notice a small locked treasure-chest in an alcove at the back of the room. Without a doubt that is where the diamond is kept.

You bite your lip, sizing up the situation. The three sentries are intent on a dice game, and the flickering lamplight in the room provides ample shadows for concealment, but even so the job will not be easy. Amateur rogues often assume that speed is the important thing in a job like this. Long experience has taught you better. The key to success is to take your time. Luckily patience is your only virtue, so you have had plenty of opportunity to practise it over the years.

Creeping low, pressed hard back into the dingy shadows by the wainscoting, you inch round the room. All the while the three guards go on with their game. Through your eyes remain firmly fixed on the treasure-box you listen to the hisses of breath and grunts and curses that indicate when someone has lost a throw, to the gulps of watered wine taking during respites in the game, to the rattle of ice and the slap of copper coins on the wooden tabletop. But still the guards remain oblivious to the rogue at their backs who is intent on whisking away a greater fortune in this one night that they will win or lose in their whole lives.

You reach the treasure chest at last and allow yourself a backward glance. One of the guards is now slumped dozily across the table. Another fingers the dice idly, tired of squandering his pay. The third grunts and begins to clean his fingernails with a dagger. 'How much longer are we on duty for?' he asks.

'The next watch ought to be here in a few minutes to relieve us.' replies the man with the dice. Now you know you must work fast. Hardly daring to breathe, you insert a bent pin into the lock and twist it with consummate precision. No surgeon ever operated so carefully upon a patient, no swain ever gave such loving entries to his paramour, no artist ever wielded a brush with such fine skill, as you work now upon that tiny lock.

Your diligence is rewarded; the lock abandons its duties with a soft tut. The lid of the coffer yields to your eager touch, and you allow yourself a smile as you lift out the gemstone you came for.

Placing it in your mouth for safekeeping the sweetest lozenge you ever saw you skulk back noiselessly across the room and descend the stairs to emerge moments later into the night air. Turn to [384](#).

11

'Look, we're no trouble. We just stayed out late. We're just heading back to our houses. Why don't we forget this ever happened?' You say, taking the money out of your purse. The guard's eyes light up 'I'm going to patrol the docks. You've got ten minutes.' He says as he stuffs the coins into his pocket. He then walks off down the docks.

You run aboard the boat, grab as much food as you can and take it back to Ginath's house. Turn to [270](#).

12

The knife is perfect for the job. You send it into the bloated gasbag of a body which is punctured. Black ichor sprays all over the room.

If you have the Throwing skill, turn to [158](#).

If you don't turn to [109](#).

13

The tentacles try to wrap themselves around your limbs, but almost as soon as they touch you, they withdraw quickly. However, they start to lash out at you, striking you in the face, arms and torso. The blob still advances upon you, eager to engulf you in its gelatinous purple flesh.

Lose 2 Life Points.

You flee the blob before you become another lost soul. Turn to [342](#).

14

You slink through the alleyways, dodging shadows and waiting patiently when you hear people walk by. You don't know if these people are the Overlord's soldiers, thieves or Sycaari, but you figure that at this time at night that you don't want to meet anyone in the streets. Eventually, you get to the guard's house. Before you approach it, you stake it out. The house has been neglected the wood is rotting and the door is open ajar. You cannot see any lights. This seems easy. You make sure that the coast is clear before approaching the door.

If you have an ivory pomegranate, turn to [472](#).

If you don't, turn to [235](#).

15

You scream in agony as the light seeps into your flesh. A moment later, you are horrified to feel something sprouting from your chest. Hate has awakened the evil in your own heart, forming a cancer that gnaws at you from within.

Lose 5 Life Points.

You join the charge on Hate. Turn to [2](#).

16

You decide to return to safety.

If you have the codeword Levad on your adventure sheet, turn to [192](#).

If you don't, turn to [436](#).

17

You charge at the guards and strike one before they know what is happening. He falls down without a sound. You charge at another one who spots you and is ready for you. This will be a tough battle, but if you fight hard enough, the guards will flee, looking for easier pickings.

If you have Swordplay and a sword, lose 2 Life Points.

If you have Unarmed Combat, lose 3 Life Points.

If you have a sword, but you don't have Swordplay, lose 4 Life Points.

If you have no combat skill and no sword, lose 5 Life Points.

Eventually, the remaining guards flee, leaving you and the remaining citizens to recover from your ordeal.

Talmai approaches you. Turn to [425](#).

18

Your band battle on, but Hate, despite being wounded is not finished yet.

If you have Swordplay, lose 5 Life Points.

If you don't have Swordplay, lose 7 Life Points.

Hate is continuing to thrash and you see that the magical chains are starting to fade. Something needs to be done now.

If you have the codeword Satori on your adventure sheet, turn to [47](#).

If not, turn to [554](#).

19

You return to the dank cellar with the maps. Ahab looks at them 'You have done well. You know what, I could do with someone like you. However, you did flee the city. You need to prove your worth some more. Our resistance needs funding. A few days ago, a Judain jeweller's assistant came to see us. His employer had fired him for being Judain and the man was not able to flee the city. He approached Captain Tormil who demanded all of his possessions. I'll have that cur's head one day. Anyway, his employer on Mire Street has obtained a large diamond, forcefully taken from a Judain owner he has been ordered by the Overlord to fashion it into a sceptre. If you can get the diamond and fence it, we can get some money and strike a blow against the Overlord.

Ahab gives you the address of the shop.

You set off on your mission. Turn to [292](#).

20

It is a difficult leap but you just make it, launching yourself high in the air from a short run up. You land beside the girl and the bodies on the bed rock as the bedsprings bounce. The Overlord twitches again but does not awaken, while the girl lies inert, her back still towards you.

If you step over the girl to get to the Overlord, turn to [53](#).

If you decide to carry the concubine off for questioning, turn to [44](#).

21

There is nothing for it but to rush through the gates. You wait and watch the guards, picking your moment when they lose concentration. One of them goes to the guardhouse and the others sit on the bench. Eventually, the fourth guard comes out carrying a pot of tea. The other guards take a cup and start sipping it. Now! You rush to the gate. The guards leap up, but it is too late to close the gate on you. You are through. As you run, you hear the twangs of crossbows as they fire at you. One of the bolts hits you just before you round a corner.

Lose 3 Life points.

You keep running, however until you are secure in the knowledge that the guards aren't following you. You hastily staunch your wound.

Now it is time to save your people. Turn to [232](#).

22

Of course you trust lovely little Lucie. She takes your hand and leads you into a quiet courtyard that gives out onto the upper end of Fortuny Street. You walk through an arboretum of magnolia trees and hanging baskets of weeping lilies and find yourself surrounded by the Overlord's men with crossbows pointed at your chest. Lucie smiles a wicked little smile.

If you have spells and a wand, turn to [260](#).

Otherwise, you have no choice but to surrender. Turn to [26](#).

23

You steal up behind one of the Jade Warriors and throw yourself against its word arm, wrenching the blade from its jade grasp.

'Obey me, Jade Warriors of the Megiddo Dynasty!' you cry on impulse.

Their only response is to swivel towards you and advance with swords aloft. There seems to be no escape from their deadly flashing blades, and you cry out in agony as your stolen sword is dashed from your grip and you are cut to the bone.

Lose 4 Life Points.

If you are still alive, you flee the tomb chamber. Turn to [83](#).

24

You draw your weapon and hack at the tentacles. The creature withdraws, but a tentacle lashes out and knocks your weapon from your hand. The blob then lurches forward, putting any thought of retrieving the weapon out of your mind.

Remove the sword from your list of possessions.

You flee the blob before you become another lost soul. Turn to [342](#).

25

The man is strong and fierce, but you can tell that he has never had any formal training with a sword. He raises his weapon to deliver a brutal swing, but you easily step backwards and avoid it. Before he can recover, you thrust forwards, wounding his arm and causing him to drop his sword with a yelp of pain. The other brigands cheer and jeer.

You have proved yourself. Turn to [405](#).

26

Lucie's green eyes sparkle with malice. 'This is the Judain who slew your captain. This guilty wretch deserves to die.'

'And die the poor wretch will, undoubtedly, after interrogation.' Lucie's smile of triumph is dripping with hatred.

Something must have happened to her mind, else why would she lie and betray you? She is not the same girl you met standing in the rain near the Palazzo del Megiddo. She isn't behaving as she would with the riff-raff she usually disports herself with. Hate has got to her, just as it is taking over the minds of all the wretches of Godorno.

None the less, you are fated to die in the prison fortress of Grond. By tomorrow your body will be hanging in an iron cage outside the Overlord's palace. Hate will conquer all.

27

You throw the pomegranate with as much force as you can, but the creature turns its head at the last minute and it bounces harmlessly off its purple flesh. You won't be able to get it back now.

Cross the ivory pomegranate from your possessions. You no longer reduce damage caused by Hate.

You have to think of another way to defeat Hate.

If you leap back into the fray with the Jade Warrior's sword, turn to [125](#).

If you have the Jewel of Sunset Fire and wish to use that, turn to [218](#).

If you wish to flee, turn to [476](#).

28

'I don't need a knife to kill this scumbag. Remember when I killed that guard with one punch to the nose?'

You say to Ahab before you run across the square to Acennon.

You approach him and block his path. He looks at you in confusion.

'When you wake up, get what belongings you have left and leave the city. People want you dead and they are watching us now. This is going to hurt you, but it's not going to kill you. I'm sorry.'

You then deliver a brutal blow to the face, enough to knock him out, but you know you didn't strike him hard enough or precisely enough to kill him.

As he crumples to the ground, you see Ahab run over to the shop to loot it. A minute later, he runs out, holding silver objects and a box.

'Good work. Let's get out of here.'

You both run back to the cellar in Medallion Street where Ahab enthusiastically tells the others about your kill. You are given food, water and a share of the loot.

Gain 100 gleenars. Add the codeword Shank to your adventure sheet.

You decide that it's time to leave the city. Turn to [42](#).

29

You arrive back at the jeweller's house later that night and stand surveying it in the moonlight. Your overwhelming impression is that this has all the hallmarks of a trap. The Overlord would hardly leave a priceless diamond unguarded and he must be aware that his security measures, while enough to deter the casual thieves of the town, are simply an enticement to the pride of any true professional. So without a doubt there will be soldiers stationed in the house.

Climbing up to the first floor, you prise open a window and tiptoe along the landing, listening at each door in turn. Sure enough, from behind one of the doors comes the rattle of gaming dice and the unmistakable banter of bored soldiers. You pause. This is where the diamond must be kept. Continuing along the landing to the next door, you hear the sound of thundering snores. The jeweller's bedroom. Quietly inching the door open, you go to a cupboard and extract a nightshirt and cap, which you put on over your clothes. Then, darting swiftly along the landing, you fling open the first door and cry: 'Thief! There's a thief downstairs!'

The three soldiers leap up in amazement and grab their weapons, rushing past you along the landing with excited shouts. They are so intent on catching the thief and thereby earning a bonus that they don't even glance at your face.

You tear off the nightshirt and look around the room. A small locked chest catches your eye. Surely that is where the diamond is. The lock looks pretty secure, but you can break it at your leisure once you are safely away from here. Only when you have put a safe distance between you and Mire Street do you pause to inspect the diamond.

You leave at once with the chest. Turn to [384](#).

30

You cast a simple spell of befuddlement on the guard who leaves his post and wanders off down the street. With the guard dealt with, you head back to the boat.

You finish your delivery. Turn to [270](#).

31

Your steady run keeps you out of their clutches but they are on horses which will not tire so easily. They do not seem like giving up. You run on desperately, hoping to find somewhere to evade them.

Will you change your mind about fleeing and offer to throw your lot in with them (turn to [123](#)).

If you keep running, turn to [338](#).

32

The spell of Visceral Pang should suffice to bring the landlord to his knees and force him to do your bidding. You mouth the arcane words and twirl your fingers in the patterns that bring magic to life. The spell catches and the landlord's face grows pale, then very flushed. He makes a rush for the latrines but the pain pulls him up short and he doubles over in agony.

'You will serve a Judain, my good man, and be quick about it,' you say, looking around to gauge the reaction of the other drinkers.

The two women are looking at you in a new light. The pipe smoker is tapping out his pipe. Lucie looks shocked. The eyes of the tall stranger transfix you with a piercing stare. The gang of four are all fingering hidden weapons and checking their escape routes.

'A pot of your finest ale, barkeep,' you say, letting the spell go. The landlord straightens up slowly, holding his stomach and reaches for an ale pot.

If you ask the landlord about business, turn to [466](#).

If you ask the landlord about Lucie and the stranger, turn to [267](#).

33

"I can find a place for them." she whispers, nodding in the direction of the lepers "Follow me." You follow her and the lepers shuffle after you. Eventually, she comes to a warehouse that has had its doors kicked in. You go inside to find a dozen people sitting on crates, discussing the state of the city. You notice people from all strata of society. There is a Judain jeweller, a labourer, a scholar and even a member of the Overlord's guard sharing the same room in peace. They look alarmed to see you, but relax once the woman talks to them.

"This one was leading some lepers to safety. Since we have more food here than we know what to do with, I'm sure no one minds them sheltering here.' There is a murmur of agreement from the group. As the lepers file in, the woman directs them to a crate of ship's biscuits which the grateful lepers fall upon with fervour.

If you have the codeword Venefix, delete it. If you don't have the codeword Venefix, add the codeword Satori to your adventure sheet.

The woman turns to you. Turn to [279](#)

34

You also know that there are certain streets that Judain should never go and not just because of the Overlord's men. You come to a street where you can hear drunken singing and shouting and decide to take a detour as you realise that the revellers here would turn violent at the sight of a Judain.

Eventually, you make it to the ruins of the Synagogue. Turn to [175](#)

35

Your own opinion is that the myth of the return of Harakadnezzar is only a story invented to deter would-be grave robbers from rifling in the more recently consecrated tombs. The story of Hate, however, is well known to all folklorists. Hate rises up in the foundations of ancient and decadent cities, swallowing the proud, wicked and greedy into its ravening maw. This manifestation of the force of Hate was last heard of in the Old Empire city of Kush, a thousand years ago. There is nothing left of Kush now. The greatest and most powerful city the world has ever seen has become a giant dustbowl in the grasslands.

You thank the landlord and leave him to join Lucie and the stranger. Turn to [132](#)

36

You fling your knife at the nearest guard. It strikes him in the shoulder. He yells in pain and drops his sword. One of the other guards spots you. 'Judain scum! Come here and take your punishment!' You dash off down the street with the guards in pursuit. They cannot keep up with you in their heavy armour and you soon lose them.

Remove the knife from your list of items.

Doubling back, you meet up with Ruth and escort her back to her house. Turn to [411](#)

37

Your mighty struggles are in vain. You are not ready for this untimely death.

Memories of the times you have felt Hate smoulder in your breast come unbidden in your mind and the strength seems to drain out of your muscles. The warm embrace of Hate welcomes you and your body is slowly and inexorably drawn inch by inch into the seething mass of the monster. Soon your head too is being drawn in. Your arms and legs have gone numb and you start to fight for breath as your nostrils and lips are sealed over by the soft purple flesh of Hate. You drown in the body of Hate. Your tormented half-life has begun.

38

You walk out into the street 'Down with the Overlord!' You shout as you wave your arms and make hand gestures at the guards. They immediately stop tormenting the Judain and stare at you, their eyes brimming with hatred. Then they run at you. You are going to have to be quick to outrun them.

If you have the Agility skill, turn to [264](#)

If you have the Charms skill and an amulet, turn to [298](#)

If you have none of the above skills, turn to [442](#)

39

The Overlord's men aren't expecting you, so no one notices when your first knife embeds itself into the back of one of the guards. He collapses to the ground with a scream. The guards turn around to face you. Some run at you, but Talmai picks up one of the dead guards' swords and rushes at her opponents, striking one in the back. Attacked on both sides, the remaining guards flee the scene rather than fight.

Talmai approaches you. Turn to [425](#)

40

The ivory pomegranate is one of the most holy artefacts in the Judain religion. Hate will find its touch poison. If you can get the pomegranate inside Hate's mouth, it might be enough to finish the creature off.

If you have Throwing, turn to [8](#)

If you don't turn to [313](#)

41

The inner ring has a large hall where all the prisoners eat, whilst being watched by guards. Its design is called the Panopticon and it allows the prisoners to be watched from all places. In the centre of the hall is a giant blob of purple flesh and tentacles, pulsating slowly, as if it is resting. A score of guards can be seen partly submerged in the flesh. Upon seeing you, they give low moans of despair. This has been the work of but a single night for Hate, and what is worse, is that the blobs seem to be getting bigger.

Most of the men have only been sucked in as far as both elbows, or knees, but they are all exhausted by their fruitless struggle to break free. Unable any longer to resist the pull of Hate they are being submerged in the purple morass inch by inch.

Most of the men are wailing out repentance for the atrocities they have committed on the poor prisoners of Grond.

Will you try to set them free (turn to [177](#))?

Or will you leave them to their harsh but deserved fate and go on to free the Judain (turn to [376](#))?

42

It is time for you to leave the city. Godorno has become too dangerous for you now. However, you are near the shop of your friend Tarkamandir. Tarkamandir is a sage who is able to get hold of many useful items. You have known him for a long time and he has always made sure that you have access to his finest goods. You could stay a little longer and visit him, or you could try to escape straight away.

If you visit Tarkamandir, turn to [453](#)

If you try to leave via the main gate, turn to [344](#)

If you want to stow away on a barge, turn to [522](#)

43

You speak the word of power that evokes the potent spell of Visceral Pang. Skakshi is seized by a palsy and he collapses to the sawdust covered floor, writhing and frothing at the mouth.

'You, Skakshi, will take me to meet with your guildmaster, Melmelo. I have a proposition to put to him for his ears only.'

'I'll do anything, Judain. Anything! Just release me from this wracking spell.'

You take pity on the miserable wretch and banish the spell with a thought. Skakshi rises slowly to his feet and says he will take you to Melmelo's stronghold, claiming that only he knows the password.

Skakshi fears that you are going to kill him. Turn to [214](#)

44

You gather the girl in your arms. She is as light as a feather pillow and quite limp. Her face is untouched by the blemishes which mar her body and she is quite beautiful, as you would expect of the Overlord's concubine. You then think about how to get both her and yourself across the carpet without stepping on it. You wrap her in the silk bedspread and decide to drag her from the bed after leaping clear.

You jump to safety, holding one corner of the bedspread, then tug it hard so that the girl slips from the bed and is dragged across the carpet. As soon as the swaddled form touches the filigreed carpet, the wires spring forth to entangle themselves in the counterpane. Try as you might, you cannot drag her any further.

A large black form, like a manta ray or a vampire's cloak, detaches itself from the underside of the canopy of the Overlord's bed and drifts down through the air towards your head.

You still have time to make a run for it if you want to leave the girl (turn to [519](#))

If you want to go back onto the carpet to cut the concubine free, turn to [70](#)

45

Huge chunks of purple flesh are strewn about the plaza. You start to advance to finish Hate off, but before you do, you head a voice in your head. It is Lucie's.

'Please stop. You are hurting me!' You hear her melodious voice say. An image flashes in your mind. She is trapped in Hate, suffering because of the pain you brought upon the beast.

If you stop, turn to [164](#)

If you decide that you need to destroy Hate, whatever the cost, turn to [509](#)

46

Your senses have been honed razor-keen by your many escapades on the hazy edge of the law. When a thief treads lightly on the steps leading down to your cellar hideout, you are instantly awake and on your feet. A figure stands in its shadows. Seeing that you are awake, the intruder turns and bolts away. You chase him up the street, but he is already out of sight. Your only impression was of a small build and very quick reflexes. You must be on the look-out for such a person.

You go back to your lair and spend the rest of the night undisturbed. Turn to [502](#)

47

Hate turns its head and roars at you. You smell the fetid breath of the creature as it squirms towards you, eager to absorb you into its being.

If you step into Hate's maw, turn to [528](#)

If you hesitate, turn to [554](#)

48

You did not obtain the Jewel of Sunset Fire, but you have the Jade Warrior's sword. You wrack your brains, trying to think of anything else that could be used to fight Hate, but you cannot. You only hope that the sword will be enough.

You decide that it is time to face Hate. Turn to [283](#)

49

You may have the barricade and you may have the advantage of numbers, but the Overlord's men are still trained soldiers. The first sign of attack is a cry of pain from one of the archers on a nearby roof. Then you see all your archers fall. The Overlord's men must have broken in through the backs of the houses or climbed on the roofs. Then you see why a dozen black clad guards are now on the floors pointing crossbows at your group. From where they are, hitting the defenders is like shooting fish in a barrel. The first volley fells six Judain. The survivors attempt to throw their missiles at the Overlord's men, but they are out of range. Then come the squad of guards, charging down the street at the barricade, wielding axes and swords. Some have grappling hooks. Another volley of crossbow bolts rains down on the defenders and some of them flee in panic, but their escape is blocked by a squad of guards that snuck around the barrier. They are quickly put to the sword. The ones that stay fight bravely, but they are no match for the heavily armed and armoured soldiers. The next day, Ahab will admit that he made a mistake, but it will do little good for your corpse as it rots in the streets of Godorno.

50

You greet the men's attack. Your sword will help, but you may not know how to use it.

Lose 3 Life Points. If you have Unarmed Combat, lose 1 Life Point. If you have the Swordplay skill, you wield your sword well and you lose no life points.

Eventually, badly cut and beaten, the two men flee, the youth dropping his knife. You may add the knife to your list of possessions if you wish.

You head towards Greenbark Plaza. Turn to [415](#)

51

Astounded, you stagger back. You have destroyed Hate, a creature that would have destroyed your city. You sit down on the floor and rest. Then you hear a sound a murmuring from the catacombs: a sound that grows and swells from a hum to a roar. The lost souls are free once more and they climb into the streets to hail you as their saviour. You are a hero and you will be feted for a hundred days. Now is the time for the banquet at the Overlord's palace. Together you will rebuild Godorno and make it once more the jewel of the east. With your help, Judain and non-Judain will put aside all hostilities and learn to live and work together for the benefit of everyone. Eventually, you will rebuild the synagogue that you used to spend your youth and you will become a prominent and well respected citizen to both Judain and non-Judain. Caiaphas would have been proud of you.

52

You run out of the shop and don't stop running until you are far away from it. What will you do now? Ahab is going to be angry about your failure and might suggest a severe punishment. Despite you two growing up together, he always seemed a bit distant and if he set his mind on a goal, he would try to accomplish it at all costs, not caring about what it did to those around him. You are sure that in his head, a failure is equal to a traitor. On the other hand, he is still the best one to provide you with shelter and protection. If you struck out on your own, you would have to survive in the ruins of houses, dodging both the militia and the Sycaari.

If you return to Ahab, turn to [220](#)

If you decide to go it alone, turn to [173](#)

53

As you step over to the Overlord, you hear a faint whispering sound and a black shape settles heavily over you. Its skin sports rows of barbed spines that inject poison into your bloodstream. Try as you might, you can't break free. The poison turns your blood to cloying syrup and your heart stops beating. You have died when revenge for the Judain was almost within your grasp. Hate will subdue all.

54

You leap between the Judain and the guards 'Have mercy on these poor dogs,' you say 'Do not fall to the depths of their depravity. Is it not the fate they have reserved for you? Are we not nobler than they? Let us show them our superiority by sparing them, that their very existence may be a testament to our nobility.'

However, a large Judain carrying a poker and bearing all kinds of scars and wounds walks up to you and towers over you, his green eyes staring into yours. 'I suffered under these scumbags for weeks. Don't tell me to leave them alone, not until you have suffered as I have. Now get out of my way before I pummel you to.'

The whole prison stares at you, watching what you do next.

If you fight this large Judain to save the guards, turn to [378](#)

If you step aside and let the Judain avenge themselves, turn to [404](#)

55

You sneak through the streets until you eventually come to the non-descript cottage that Yadid lives in. You approach the door to find it hanging off its hinges. Cautiously, you enter. The furniture is broken and strewn all over the place. There is no sign of your friend. It seems that someone, or something got to him first. You have a quick search of his house.

If you have Roguery, turn to [207](#)

If you don't, turn to [295](#)

56

The sword leave your hand like an arrow and buries itself into the bloated gasbag of a body, which is instantly ruptured. Black ichor sprays all over the room and the spider goes limp.

Delete the Jade Warrior's sword from your list of possessions as it is now out of reach.

You step up to the frame and hold the jewel aloft in both hands.

Add the Jewel of Sunset Fire to your possessions.

You then leave through the door. Turn to [223](#)

57

As you approach the hut, the door is flung open to reveal an old woman dressed in a simple green tunic. She has a kindly expression on her face 'So lovely to see you. Do come in for some tea.' You enter the hut to find it filled with plants of all kinds. The woman puts a kettle over a fireplace to make the tea. Soon, you are drinking a rich herbal liquid as you chat. It turns out that the old woman is a healer. She is very concerned to hear about the persecution of the Judain and offers her sympathy for your plight. Then her face lights up 'Could you help me, young one? There is a herb that grows a few miles towards the great forest. You would get it a lot faster than I could and I could make you a concoction to help you out.'

If you agree to help her, turn to [513](#)

If you refuse and head towards the Great Forest, turn to [501](#)

58

The ivory pomegranate is one of the most holy artefacts in the Judain religion. Hate will find its touch poison. You decide that if you can get the pomegranate inside Hate then it might destroy it. Hate roars at you. It is your perfect opportunity.

If you have the Throwing skill, turn to [81](#)

If you don't have the Throwing skill, turn to [357](#)

59

You have failed to obtain either the Jewel of Sunset Fire or a Jade Warrior's Sword. You wrack your brains, trying to think of some other way to defeat Hate, but you have no other idea on what to do. All you can think to do is flee Godorno before it is destroyed.

You head for the gates. Turn to [61](#)

60

Konstantin, is a very slippery character. He has a series of hideouts across the city almost impossible to find unless you know how to look for the discreet signs that he leaves around the place. The nearest one to you is a room that you can only access through the sewers. You approach the storm drain that you both used to access it. After checking that no one is around, you lift it up and then stop. There is something scratched into the wall, unnoticeable to anyone who doesn't understand its meaning, but it makes you stop dead. Two lines are scratched in the shape of a cross, indicating that the hideout has been compromised. Then the smell hits you. Instead of the smell of sewage, you smell camphor and honeysuckle. Then you realise what has happened. Hate has claimed the sewers for itself. You then head to another hideout. You eventually find Konstantin in the cellar of a fallen down hovel in the foreigner's quarter. He looks pleased to see you.

'It is good to see you my friend. You have caught me preparing to elope this city as there is too much danger here now. Even if I weren't Judain, I would fear that my days are numbered.'

'It's Hate, isn't it?'

'If that's what you call the huge purple creatures that are assaulting our homes and our people, then yes. Those purple blobs are infesting every corner of Godorno. Even the sewers aren't safe any more. If I were you, I would leave as quickly as you can.'

'I can't. I have to save my people.'

'I thought you would say that. Caiaphas chose his pupils well, didn't he? Well, at least let me help you.'

Konstantin pulls out a large diamond, the size of a walnut from his pocket and hands it to you

'This should set you up nicely for when you do escape the city. Sell it and live comfortably for many years.'

You open your mouth to protest, but Konstantin raises his hand to stop you 'This is a mere trinket compared to what I've managed to amass over the years. I won't even notice it's gone.'

Add the diamond to your adventure sheet.

Konstantin also offers you a rope and grapple which you may take.

Konstantin leaves the cellar in preparation to quit the city. You decide to head back to Bumble Row. Turn to [339](#)

61

The city and all of its inhabitants are a lost cause. If they don't join the orgy of despair in Hate, they will be corpses soon. If everyone is so determined to spend their last days slaughtering each other for pointless causes, then so be it. You will start a new life elsewhere.

If you have the codeword Mazel on your adventure sheet, turn to [311](#)

If you don't turn to [113](#)

62

'Look, I just want to have a little chat with Melmelo. He won't even know it was you who told me.'

You say as you put the coins on the table.

'Fine, you go and talk to him then. He lives in a villa in the Foreigners' Quarter. It has an ornamental steam bath in the garden.'

Add the codeword Larceny to your notes.

If you order a drink from a bar, turn to [306](#)

If you join Lucie and the stranger, turn to [132](#)

63

Though your instinct is to trust Lucie who seems open and without guile, you know it makes no sense to agree to a meeting with a stranger, particularly in a city like Godorno where your people are the victims of genocide. You demand to be told who it is who can help you in your struggle to save your people.

'He made me promise to keep his identity secret, until you meet. He said he could help you only if you are able to trust. So many good people have fallen into the clutches of the coils of Hate. Trust me.'

'Is he Judain?'

No, not Judain. Come we are almost there.'

'No, I will not place myself in danger. I would be a fool to do so.'

'Don't you trust me?' Lucie looks shocked and hurt. 'I've been doing my best to help you and now you won't trust me.'

'Lucie...' You reach out and touch her, but she spits at you and runs off.

Bewildered at her strange behaviour, you return to Bumble Row. Turn to [351](#)

64

Now that you know that the Overlord's reach extends beyond Godorno, you have a restless night. Your mind races with possibilities, plans and questions. Should you stay here and hope the situation dies down? Should you head further north, or hide out in the Great Forest? Should you return to Godorno to help your people?

Eventually, the sun shines in through your bedroom window and you get up and prepare for the day. You have a breakfast of eggs and bread and then leave the inn.

Your first port of call is a very interesting shop that stocks all kinds of useful goods. You enter it and begin to search through the myriad items to see if there is anything that you might find useful.

If you have the Folklore ability, turn to [248](#)

If you don't have the Folklore ability, turn to [301](#)

65

The only way you know of contacting Melmelo is by asking a thief. The only place you can be sure to find a thief when you want one is The Inner Temple, an inn in the middle of the oldest part of the city. The Oldest part of the city is an ever nighted labyrinth crawling with cutthroats and footpads. You decide to err on the side of caution and smuggle yourself in. You head to the mews of Slave Market Plaza and find an unattended slaver's cart. You get under it and cling to the axles of the cart and wait for it to move. The cart eventually starts to move along the cobbles. You have a bumpy ride for an hour until you let yourself fall, unnoticed to the cobbles as it turns a corner. Next you pick your way through a maze of old alleyways, built soon after this part of the city was razed to the ground in the Great Fire of a few years ago.

You are soon looking at the doors of the Inn of the Inner Temple. Turn to [303](#)

66

The guard's face is as purple as Hate as he exerts a great effort and you are dragged into the translucent flesh of the monster. You have joined the orgy of despair and the poor guard who dragged you in cannot escape. He is exhausted. You must lie together, like eggs in a basket, as Hate goes on devouring lost souls. There is no one left to save the Judain now. Hate will conquer all.

67

Without thinking, you run across the bar room, leap over the bar and dash out of the back door. You emerge into a narrow alley way, where you cast a spell of invisibility on yourself, thankful to the sorcerer who created it for making the casting time as short and as simple as possible. You then flee the area. As you do, you hear the angry shouts of the Overlord's men as they storm out into the alleyway and run off in different directions. However, you make sure that you are standing out of their way as they run past you.

With the danger passed, you breathe a sigh of relief. Godorno is far too dangerous for you to stay here. You're going to have to leave.

If you decide to leave via the main gate to the trade route, turn to [344](#)

If you decide to stow away on a barge, turn to [522](#)

If you want to risk visiting one of your friends before you leave, turn to [467](#)

68

You carry on up the road until you come to a fork.

If you decide to head north to Bagoë, turn to [496](#)

If you decide to head west to Burg and the Great Forest, turn to [358](#)

69

Cross 100 gleenars off your adventure sheet.

Ahab explodes at this paltry sum.

'A fool could get a better price for such a gem! I know what you've been up to, you thief. Well, I'll teach you to steal from the Sycaari!'

If you have Cunning or Streetwise and wish to use them to get out of this situation, turn to [133](#)

If you don't have either skill, or you do not wish to use them, turn to [191](#)

70

As soon as you step onto the carpet the gold and silver filigree threads seem to bunch and tighten beneath the balls of your feet. Before you can try to set yourself free, the black shape settles heavily over your head. Its skin sports rows of barbed spines that inject poison into your bloodstream. Try as you might, you can't break free. The poison turns your blood to cloying syrup. You collapse onto the carpet, which garrottes you whilst the poison stops your heart. Hate will subdue all.

71

You throw your second knife. This one strikes another guard in the neck. He falls into the street, red blood gushing out of his wound and mixing with the brown muck covering the cobbles. The third guard is now upon you. You will have to fight him in close quarters.

Lose 2 Life Points. If you have Unarmed Combat, lose 1 Life Point. If you have Swordplay and a sword, lose no Life Points.

If you win, you recover your knives. You may take a sword from one of the guards. You then help the man. Turn to [417](#)

72

One of the swords has a halo which shines brighter than the others. You steal up behind the Jade Warrior and throw yourself against its sword arm, wrenching the blade from its grasp.

Add the Jade Warrior's sword to your possessions.

'Obey me, Jade Warriors,' you cry out on impulse. To your relief and amazement they line up before you and stand to attention. The warrior from whom you took the sword picks up another from behind an awning. The warriors are ready to do your bidding.

You know that the Jade Warriors cannot go far from the jade ring that the emperor wore, so you search the chamber until you find it. You can lead them anywhere. You decide against taking them above ground as the entire army of the Overlord would descend on you. Even with these mighty guardians, you would not prevail. However, they can still be useful to you under the city.

You lead them through the sewers until you come across a large circular room that looks like a junction of several tunnels. Purple slime lines the wall and floor, indicating that the blobs of Hate regularly pass this way. You drop the ring on the floor and leave the Jade Warriors to their duty. You then head back to the burial chamber.

Add the codeword Hecatomb to your adventure sheet. Turn to [354](#)

73

On your travels, you come across a small hillock which raises your suspicions. There's something wrong with it, but you can't quite put your finger on it. Then it hits you it has a very unnatural shape. You have seen something like this before. Ancient structures become overgrown forming strange landmarks in the terrain. After some digging, you find an opening into the structure.

You enter it to find the remains of Judain shrine. Marble arches stand in it covered in moss and mud. This holy place has not been visited for many a year. However, as you stand in it, you feel a sense of peace and serenity wash over you. Then you feel something roll against your foot. You look down to see a beautiful ivory pomegranate inscribed with Judain prayers. Such an item would have adorned a high priest's sceptre. When you pick it up, you feel a tingle of power. This object contains divine essence.

Add the ivory pomegranate to your items. You may use it once to restore all lost Life Points (this does not destroy it, however). The pomegranate may have other uses.

Eventually, you leave the shrine. Turn to [142](#)

74

You sneak through the streets until you come to Tagil's house in the Old Quarter. You can tell where he lives as he has put the armour and helmets of several of the Overlord's men outside his house. None dare challenge him now. When you knock on the door. After a while, you start to hear the noise of several bolts being pulled back. The door opens to reveal Tagil. Despite being in his mid-fifties, he still sports a muscular frame and from the stories you have heard, he has lost none of his skill with age. He greets you and ushers you inside hastily. Once in the house, he serves you the last food he has half a stale loaf and some cheese. He eats the other half. As you eat you talk 'It's lucky you came to see me today, young one. I'm leaving today.'

'Why? You can handle yourself against the Overlord's men.' Tagil spits on the floor 'Those amateurs? I could last against them for an eternity. It's just that they're not the worst thing in this city any more. I've seen huge purple blobs, trapping people like flies in syrup. I can't fight this thing. If you have any sense, you would leave to. Come with me.'

'I have to stay and save my people.' You reply 'I won't argue. You've always been stubborn. I'll help you if you stay. I have been thinking of how to destroy this huge creature. You would need a weapon of magic and power. Then I remembered the Jade Warriors. These artificial creatures protect the Megiddo dynasty and carry swords sharper than any steel sword could be. I remember the legend that one of the swords was able to control these creatures.'

Tagil tells you the legend of the Jade Warriors and how to control them.

Add the codeword Jade to your adventure sheet.

Tagil also offers you a sword and a knife. You may take one or both of these.

You bid your mentor a fond farewell and decide to head back to Bumble Row. Turn to [339](#)

75

You ponder the landlord's words. Harakadnezzar created a mighty empire, but at the cost of tens of thousands of lives. The man slaughtered countless people in his quest for power before being assassinated by one of his closest advisors. If he has returned, then he could make the whole city suffer. Hate could also level the city. You have heard that in places of great decadence, Hate will be given form and grow into a huge unstoppable monster that will destroy everything in its path. This was the fate of the city of Kush. If Hate is growing under Godorno, then the whole city might be destroyed. Either of these creatures would be a grave threat to the city. How could you overcome them, you think? Lost in your thoughts, you reach for your mug of ale.

If you have Roguery, turn to [324](#)

If you have Charms and an amulet, turn to [373](#)

If you have neither skill, turn to [116](#)

76

Cross the amount of money or the food that you wish to give him from your adventure sheet.

'Thankyou. I don't have anything to my name, but you have given me some hope. Good luck. I hope to see you again.'

And with that, the man carries on up the road. You continue to Godorno. [269](#)

77

You watch as Tormil is dragged towards the blob. At first he screams for help. As he starts to be absorbed by the blob, he breaks down in tears. Sobbing, he begs you to free him from the deathly mass, but you do nothing but watch as he is drawn to his doom. Eventually, he is submerged beneath the purple slime, his anguished face still visible beneath the surface of the slime. Terror draws bile into your throat and you cannot help giving a small cry of horror. Averting your face, you leave the grisly scene behind. You are ashamed to think that you let anyone be condemned to such a fate, even a cur like Tormil.

If you have the codeword Satori, delete it. If you don't have the codeword Satori, add the codeword Venefix.

Now what will you do?

If you decide to attack this mass of Hate, turn to [542](#)

If you flee, turn to [275](#)

78

As soon as the tentacle wraps around you, you feel a debilitating pain inside you and you feel your whole body go numb. There is nothing you can do to stop Hate dragging you towards its massive purple body where it will absorb yours. Soon you will join thousands others in an orgy of despair where you will languish in agony for eternity.

79

You go back to your shelter for the night.

If you have the codeword Levad on your adventure sheet, turn to [547](#)

If you don't, turn to [147](#)

80

The warehouse door has a padlock on it, but it is easily smashed open. Inside you grab as many weapons as you can carry and head back to the building. You risk making another two runs before Talmai decides that you have enough weapons. You look at the pile of weapons in the middle of the floor there are many swords, axes, knives, bows, arrows, crossbows, bolts and maces. You will definitely be well equipped for the battle.

You may add a sword to your list of items. If you already have the maximum number of items, you have to discard one to take the sword with you.

Delete the codeword Mazel from your adventure sheet. Add the codeword Armed to your adventure sheet.

You return to Bumble Row to get some sleep with what little time you have left. Turn to [178](#)

81

You hurl the pomegranate with force and accuracy and it shoots straight into Hate's mouth and down its throat. The beast starts to shudder and a look of fear appears on its face.

If you have the codeword Hecatomb on your adventure sheet, turn to [410](#)

If you don't turn to [550](#)

82

Caiaphas looks disappointed. 'You have your reasons. Good luck.'
You decide to leave immediately.

If you head to the main gate in order to leave by the trade route, turn to [344](#)
If you want to stow away on a barge, turn to [522](#)

83

You flee out of the tomb and blunder through the tunnels and sewers until you find a ladder leading up to a manhole cover. You climb the ladder and emerge in a wide, empty street. You have escaped the Megiddo catacombs alive, but you have not obtained a weapon with which to combat Hate.

Add the codeword Thrust to your adventure sheet.

If you have the codeword tower on your adventure sheet, turn to [59](#)
If you have the codeword Jewel on your adventure sheet, turn to [355](#)
If you have neither codeword, turn to [170](#)

84

The parts of your body that were touching the purple slime itch. You climb out of the cellar and run to a barrel of rainwater in the street. You submerge your arm in it, pull it out and inspect it.

The skin that the slime touched is red and irritated. Lose 1 Life Point. If you have the ivory pomegranate, lose no Life Points instead.

You think about what has befallen the city persecution, plague and now this slime. You decide that you cannot survive alone and decide to contact with some friends in the city. You could look for your friend Ahab, member of the Sycaari or you visit Ruth, Caiaphas's widow, in order to offer your condolences and any help that she might want. She is with Caiaphas's child and this time must be very hard for her.

If you visit Ahab, turn to [420](#)
If you visit Ruth, turn to [246](#)

85

As the tentacles wrap around your wrists, you feel the pomegranate vibrate in your pocket. Almost immediately, they loosen their grip and the worm stops its advance. Not wishing to push your luck, you flee the square. As you do, you hear a squelching noise behind you and then you feel something warm, viscous and foul-smelling splash onto your back. However, as it does, the pomegranate vibrates again and you feel the slime evaporate.

You are glad to be alive. Turn to [108](#)

86

As you approach the copse, you hear a loud grunt and squeal. A huge boar bursts out from copse and charges at you. You have disturbed it and it sees you as a threat.

If you have Throwing and a knife, turn to [353](#)
If you don't, turn to [139](#)

87

You have to flee. The nearest Jade Warrior slashes at you as you do, inflicting a deep cut with its extremely sharp sword.

Lose 6 Life Points.

You flee for your life. Turn to [83](#)

88

It seems that you are not safe even out of Godorno. With the speed of someone who has grown up in such a dangerous city, you leap out of bed and hurl yourself at the man in a desperate fight for your life. He is taken aback by such ferocity, but raises his sword.

If you have Swordplay and a sword, lose 1 Life Point. If you have Unarmed Combat, lose 2 life points. If you have neither ability, lose 4 Life Points.

You search the man, but he has nothing but his sword, which you may take.

You tell the innkeeper of the attack, who summons the watch to dispose of the body. You move to another room. Turn to [64](#)

89

When you get to Tarkamandir's shop, you find him standing outside with a cart laden with goods. He is locking the door.

'Shutting up for good?' You ask.

Tarkamandir tells you that he has decided to quit the city. 'Matters have gone too far,' he says 'each day I fear the guards will come and drag me off to Grond.'

'Why should you fear?' you say with a trace of bitterness 'You are not Judain.'

He gives a snort of ironic laughter. 'Do you think that what has been going on has been a simple matter of persecution? It goes deeper than that. The Overlord started his attacks on your people to distract attention from his disastrous policies, reasoning that once the populace had a scapegoat to blame they would be easier to control.'

'That strategy has worked well, then.'

'Now it is out of control! Hate is rife in the city. It extends its influence like a cancer. Today it is you Judain who are marched off to the prison. Tomorrow it may be the aged, or the infirm, or those who dare to speak out against the Overlord. That is why I am leaving.' He takes a few more steps, the wheels of his cart sloshing through the rut of mire in the middle of the street, then pauses to look back.

'As long as I am going, I suppose I ought to sell you some of my stock. Interested?'

Tarkamandir has the following items:

You can buy a magical shield bracelet for 100 gleenars. You may use this item once when you lose life. If you use it, you can reduce the damage you take by up to 6. It then becomes useless.

You can buy a jar of healing slave for 15 gleenars. It can be used once to restore 1 Life Point.

You can buy a magic wand for 30 gleenars.

You can buy a block of fragrant incense for 20 gleenars. This incense is used for religious and magical rituals.

You can buy a silver mirror for 20 gleenars.

You can buy a magic amulet for 15 gleenars.

You can buy a sword for 15 gleenars.

You can buy a set of throwing knives for 10 gleenars.

You bid Tarkamandir farewell and tell him that you hope it will not be the last you see of him. Then you decide your next move.

If you return to Ahab, turn to [220](#)

If you turn your back on the Sycaari and decide to survive on your own, turn to [173](#)

90

You find Lucie loitering around the moored gondolas on Circle Canal. In better days she might have had rich pickings from dipping her hand into the purses of the wealthy. In these troubled times, few people dare venture into the streets with money in their pockets.

You explain that you want to get into Grond and free the prisoners there.

'Help free those vermin?' she says 'Why would I want to? Many are murderers, rapists and madmen!'

'Many are brave men and women whose only crime was to speak out against the Overlord. Others are even more blameless. My fellow Judain, for instance, declared criminal simply because of race and creed.'

Lucie seems not even to have heard you. 'Those beasts in Grond they are animals! Let Hate take them!' She looks at you as though you have lost your wits, her pretty face contorted with hatred. The glint in her green eyes is frightening. She looks mad.

You tell her off for her outburst. Lucie smirks coquettishly as you tell her off and says 'Well, it's true. Hate take them all and good riddance to bad rubbish.'

You sigh, knowing you will never change her. You suspect that at least one of the criminal inmates of Grond must have done something dreadful to her before his imprisonment.

'Surely there must be something you can do?' You ask 'Don't you know any of the guards?'

'I suppose I do, one or two. There's Captain Khmer in the east tower. He oversees the towngate and the eastern courtyard. I could smuggle you in there.'

You agree to this plan and follow Lucie to Grond. While she goes in search of Captain Khmer, you wait in the bakery adjacent to the prison. It is a long wait, but at least there is fresh bread to eat and the bakers and scullions will not give you away. They seem to be firm friends with Lucie. You have plenty of time to wonder how she binds people to her. These peasants are taking a terrible risk sheltering you under their roof.

At last Lucie comes back. She looks troubled but says 'I've arranged things for you. Walk up to the towngate in five minutes' time. They will open up and let you through. They won't harm you, but from then on you are on your own. I think something has gone terribly wrong in there. It wasn't easy to arrange. Don't waste my efforts in failure, Judain. I'm going to the Silver Eel. Come to me there and tell me how you fared.' With that and a little squeeze of the shoulder, she is gone.

You approach the towngate. Turn to [153](#)

91

As you are bathed in the green light, you feel extremely hot and feel something crawl about inside you. The experience is painful, but it only lasts a moment before dying down. Hate has tried to find corruption in your heart and awaken it, but there is nothing there to find. However, you are still in pain.

Lose 1 Life Point.

Your acts of goodness will provide some protection against Hate. In your combat with Hate, whenever you are told to lose Life Points, you may reduce that number by 1 and lose that number of Life Points instead.

You join the charge on Hate. Turn to [2](#)

92

Your knowledge of fighting has taught you how to slip out of holds.

You manage to work your way out of the tentacles and flee before they can ensnare you again. [408](#)

93

The cloud of dust is coming closer and when it is no more than a quarter of a mile away you begin to make out the figures of several horsemen. They are moving at a fast trot, faster than merchants or most other travellers. They could be brigands.

Will you flee, hoping to elude them until nightfall (turn to [31](#))?

Or will you stand your ground, greet them and offer to throw in your lot with them (turn to [123](#))?

If you have Spells and a wand, you could cast a powerful spell to try to stop the bandits and escape them.

However, there are many of them and it might not work. [305](#)

94

You sprint for it, little caring that you will crush the poor snakes you tread on. They writhe underfoot and hiss balefully. You manage to make it across the room, but one of the snakes sinks its fangs into your ankle just as you step up on the block. You strangle it, but the poison is already working its way through your veins and it produces an agonizing burning sensation.

Lose 4 Life Points.

When the pain subsides, you open the door. Turn to [99](#)

95

You think about how you will be able to defeat Hate. Then you remember the Jewel of Sunset Fire, held in the Tower of the Sentinel, surrounded by traps and monsters. The jewel apparently has great power to combat evil, but you have heard tales of many talented thieves trying to steal the jewel and never coming back alive. If you think getting the jewel is a lost cause, then you have no other ideas besides fleeing the city before it is destroyed.

If you decide to brave the Tower of the Sentinel, turn to [387](#)

If you decide to flee the city, turn to [61](#)

96

You pole to the shore, disembark from your gondola and announce that you will take the lepers to safety. This motley crew would follow you anywhere. They shuffle along in your wake, calling out feebly for food and medicine, though there is no magic or medicine that can restore these disfigured unfortunates to health. You are not bothered by city guardsmen, nor thieves and cut-throats while surrounded by your crowd of lepers. The sweet putrefying smell that seeps from their bandages is an antidote to the stench of death that pervades the city. As you think about where you can take this motley band, you notice a woman gesture at you from an alleyway. She wears leather armour and fixes you with an intense stare.

If you decide to approach the woman, turn to [33](#)

If you ignore her and carry on, turn to [461](#)

97

The bandits eventually catch up with you, where they surround you with their horses. Grinning, they dismount and, at sword point, strip you of all of your possessions, leaving you with nothing before riding off back to their camp. There is much mirth at your plight.

Cross all money and possessions off your adventure sheet. It is obvious that these men will forget about you as soon as you are out of sight, just another victim on the road. At least they haven't harmed you.

In low spirits, you continue westwards to the Great Forest. Turn to [501](#)

98

Skakshi is holding his throwing knife, but you know you are quicker than him. You grab a knife from your belt and fling it at him, just as he throws his. There is a pause and then a clang as the two knives collide in mid-air. Before anyone else can react, you have already run across the room and grabbed him by the scruff of the neck.

'Listen, worm. That knife didn't kill you because I didn't want it to kill you.'

'What do you want from me?' squeals the thief.

'Take me to Melmelo, the Guildmaster. I have something to say to him that is for his ears only.'

'I can do that just let me tend to this wound!'

You let go of the thief, letting him crumple to the floor. Two of his friends rush to his side, carefully remove the knife and bandage his wound. You pick the knife up, clean it and replace it in your belt.

When Skakshi has recovered, he tells you to follow him. Turn to [214](#)

99

You climb some more stairs until you come to another door. Various cabbalistic signs like ancient cave paintings have been daubed on the outside of the topmost door in terracotta and charcoal. If your hopes are not disappointed the Jewel of Sunset Fire lies inside this topmost room.

At the top of the staircase is a series of frescoes showing the tower and depicting the grisly fates that befall those who try to climb it. To your absolute horror, the final fresco is a picture of you, squashed flat beneath a gigantic bloated black spider. Above the spider you can see the orb shining brightly in its frame.

You walk on up a narrower spiral of stairs and at last pause before the final door. Gingerly you push it open, wincing at the creak of its rusty hinges. There is a brooding presence of evil here.

Your heart hammers in your chest as you step forward. Turn to [505](#)

100

Most of the citizens flee, but Talmai and her band stand firm. They draw their weapons and charge at the beast. In response, Hate's eyes glow green and each of you is bathed in green light. You feel your skin go prickly and your body get hotter as it is assaulted by Hate's magic.

If you have an ivory pomegranate, turn to [434](#)

If you don't, turn to [189](#)

101

Not confident with your weapon, you keep your distance and try to parry his first blow. Tyutchev's sword lashes out, smashing your parry aside. The blade cuts into your breast, just above the heart.

Lose 6 life points.

Tyutchev gets ready to deliver the coup de gras. Turn to [427](#)

102

The door leads to more stairs up, which you climb. Eventually, you come to another door which you open onto an oval room. There is no door here, but one of the walls is covered with a tapestry and the other has a single arrow slit. You look through the arrow slit and see Godorno beneath you. So far from the streets, you could imagine it as a peaceful city. Then you approach the tapestry and look at it. The pictures on it depict the twelve labours of Coronus. As you look at it, the floor spins and you are shot backward through the tapestry into another room. You are standing on a stone block, about three feet off the floor. There is another stone block about six feet away, near a door. There is nothing to show how you came through the wall behind you and no way of return. The floor of the room is submerged under a living carpet of orange and black garter snakes. It is too far to jump to the nearest platform above the snakes, but there is a wooden beam between the walls above you. If you had something to tie to it, you could swing across the room.

If you have a rope and grapple, you can use it to grapple the beam and swing across the room over the snakes.

Turn to [118](#)

If you wish to use Charms and an amulet, turn to [308](#)

If you have Spells and a wand, you can cast Silver Shield to push the snakes aside (turn to [454](#))

Otherwise, you are going to have to dash for it through the mass of snakes (turn to [94](#))

103

You quickly ignite the incense, and smoke billows forth from the censer. The Jade Warriors are swoon swathed in the roiling white clouds, and you grope your way through the smoke towards them. One of the warriors looms towards you, the light gleaming dully off its facets and its sword is working mechanically. You recoil in fright but it lumbers past making elaborate passes in the air, as if engaged in a display of ancient style of swordplay. The others are also lurching about at random. The smoke seems to have scrambled their senses. Each is cutting and thrusting at the air around it, but they seem oblivious to you.

If you have the codeword Jade on your adventure sheet, turn to [72](#)

If you do not, turn to [345](#)

104

With all the thieves and soldiers in this area, you decide to flee for your own survival.

You sneak through the alleys, avoiding anyone who walks by until you get back to your hovel in Bumble Row. [179](#)

105

Almost as soon as the tentacle wraps around you, you feel it unwind from you. For some reason, Hate can't stand the touch of you. Not wishing to push your luck, you run as fast as you can from the worm. As you do, you feel some warm viscous slime strike you in the back. It smells disgusting, but it doesn't feel like it does any harm, so you run on without checking for injury.

You are glad to be alive. Turn to [108](#)

106

Seeking out some of your unsavoury underworld contacts, you manage to get an offer for the diamond. However, compared to what it is worth, it is a paltry sum. The fence also knows that he is offering a very low price 'You're lucky I deal with you at all these days. You know the trouble I could get into for talking to a Judain?'

'Not as much trouble as if that Judain told the Overlord's men about you handling the Overlord's own diamond.' you say with an ingenious smile.

He curses under his breath, but finally agrees to pay you 500 gleenars for the diamond. If you agree to the exchange, cross the diamond off your list of possessions and add 500 gleenars to your money.

On the way back to the others, you realise that you are near the shop of Tarkamandir, sage and friend. He always has a stock of useful items that will help you in your quest.

If you visit Tarkamandir, turn to [89](#)

If you return to Ahab, turn to [220](#)

If you decide to keep the money for yourself and go it alone, betraying the Sycaari, turn to [173](#)

107

'I am one of the Overlord's paid informers,' you shout with a commanding air. 'Follow me, I will take you to the nests of the Judain scum. Follow me.' You turn your back and set out towards the fruit market. 'Come, I will show you where three Judain spies and embezzlers are hiding out.'

The mob follows eagerly, crying for Judain blood. One of them asks how they are to know you are the Overlord's informer. You start to run, calling 'Hurry, or we may be too late. If word reaches them before us they will flee the roost.'

You run fast and the others can hardly keep up. Entering the fruit market you dive into a throng of people who are picking over a mound of rotting fruit that has been piled up at the side of the road. As you make your escape into a narrow side street, you hear the crowd calling for your blood. It is not safe to remain in the city at the moment.

If you leave by the usual means, the main gate to the trade road, turn to [344](#)

If you try to stow away on a barge, turn to [522](#)

If you want to risk staying in the city and visiting one of your friends before you leave, turn to [467](#)

108

You have escaped the giant worm that Hate has become, but you are seriously worried now. Is there anything or anyone in Godorno that has the power to stand up to such a creature? It may not be the only one of its kind, either, as you know from rumours that smaller blobs of Hate stalk the city. You are more despondent than ever about saving yourself, let alone the Judain or Godorno, but you decide that you must fight on regardless and do what you can.

If you have Seafaring, turn to [122](#)

If you don't, turn to [16](#)

109

However, your blow is not enough to kill the spider. Despite being wounded, it still writhes around in anger, eager to sink its teeth into you.

Delete the knife from your possession.

If you have another knife and wish to use it, turn to [533](#)

Otherwise, if you have Spells and a wand and wish to use it, turn to [149](#)

If you have a Jade Warrior's sword and wish to throw that, turn to [56](#)

If you wish to dash beneath the spider to steal the jewel, turn to [399](#)

If you wish to dash for the door, turn to [130](#)

110

First you need to find a light source. Picking through a pile of debris, you find some suitably shaped bits of wood for torches. You then find some rags to tie around them and a piece of flint to make a spark. When you have a torch (you do not need to add this to your list of possessions), you look for a way into the sewers. You find a loose storm drain nearby and you lift the grate, light a torch and head into the damp tunnels.

You walk down this tunnel with the waste water lapping at your feet. The smell of human excrement gets worse as you continue further down the tunnel. After ten minutes of tortuous walking, you come to a fork. Exploring these sewers is going to be a long and arduous process.

If you have a book of maps, turn to [510](#)

If you don't have a book of maps, turn to [159](#)

111

You recognise some of those present as senior members of the Thieves' Guild, grown rich on the juicy pickings of the latterday well-to-do of Godorno. They are well dressed, urbane looking men. One of them is called Skakshi, a man who likes to think of himself of the master thief of Godorno, despite being nowhere near Melmelo's level of skill and reputation.

'Skakshi, I see you lurking there. I have a proposition to put to Melmelo just the thing for Godorno's master thief.'

Skakshi scowls. He is no friend of Melmelo the Guildmaster.

'I can take you to Melmelo for the price I would be given if I turned you over to the city guard: ten gleenars. Do you have ten gleenars, Judain scum?'

There are chuckles from the other customers at Skaksi's insolence.

If you decide to teach him a lesson in how to talk to his betters, turn to [535](#)

If you agree to this bargain, delete 10 gleenars from your cash and turn to [9](#)

If you tell Skakshi you will never pay his blood money, turn to [363](#)

112

You step gingerly onto the carpet and the gold and silver filigree threads seem to bunch and tighten beneath the balls of your feet. The Overlord stops breathing for a moment and you copy him. Then he rolls over and the stertorous noise starts again. In his sleep his hand caresses the girl's flank, but she doesn't wake. You take another step and struggle to make another, but the wires have snared around your ankle. The slender metal thread is cutting your ankle like a cheesewire. Cursing, you bend to free yourself. It should be easy enough to get free before the wire cuts through your leg. Then a sixth sense tells you to look up at the canopy of the bed. It does not fail you. Above you, what looks like a black blanket floats eerily down from beneath the canopy to engulf you.

If you have Agility, turn to [317](#)

If you have a sword (Swordplay is not necessary), turn to [412](#)

If neither apply to you, turn to [186](#)

113

As you head towards the gate, you pass a town crier, surrounded by a group of ragged people

'Hear this, hear this! Tomorrow, the Overlord will address the people as his victory in the war to purify Godorno comes ever closer. Very soon, he will remove all Judain from the city, except slaves. This is also true of practitioners of black magic, scholars of perverse lore, worshippers of forbidden gods, those who have spoken out against the Overlord and lazy workers. Tomorrow in Greenbark Plaza, we can all share the Overlord's victory.'

This speech makes your blood boil, but then you think. Would it be possible to stop the Overlord if he is exposed? Maybe you should stay and see the speech.

If you decide to stay for the speech, turn to [414](#)

If you just leave the city, turn to [238](#)

114

'Help! Some Judain are escaping the city!' You shout 'They've killed a guard!' The Overlord's men stop their attack and run off down the street. If there's one thing they hate more than law breakers, it's Judain.

Talmi approaches you. Turn to [425](#)

115

As you walk away from the cellar, you think about your task. Grond is full of captured Judain and other political prisoners detained to await the mercy of the Overlord's torturers. The prison is extremely well guarded and secure. You cannot succeed at such an ambitious mission alone, and Ahab is unwilling to put any more Sycaari at further risk. That is why he's sent you, who he does not see as entirely loyal to the cause. You are going to need the help of an expert rogue.

On the other hand, you wonder if you should do this at all. Ahab sees you as expendable. He is simply sending you on missions that he does not want to risk his cronies with. And after seeing his level of gratitude after you stole the diamond for him, you doubt you will get any thanks from him. He is also completely ignoring the monsters that are stalking the street, which may be a bigger threat to the Judain's survival than the Overlord. Maybe it would be better to strike out alone.

If you decide to accept your mission and try to free the Judain from Grond, turn to [532](#)

If you decide to sever your ties with the Sycaari and Ahab, turn to [138](#)

116

You gulp down the honeyed ale which slips down your gullet, filling your stomach with a heavy warm glow. The amber nectar is thick and almost sticky, yet strangely moreish. You finish your pot with relish, wipe your mouth backhanded and immediately feel a pang of pain in your stomach. You rush to the latrine where you are violently sick. Just as you think you have recovered, another wave spurts out from your mouth. This one is a mixture of brown and red as blood is coming out too. Mercifully, your stomach finally empties and you collapse in a puddle of your own sick and other peoples' urine, exhausted.

Lose 2 life points.

The landlord had poisoned you for what you did to him. Thoughts of teaching him a lesson are quickly banished from your mind as the occupants of the tavern will probably round on you if you try to kill him.

You leave the latrine and approach Lucie and the stranger. Turn to [132](#)

117

You leave the shop and return to the inn. There you see a young man with dark hair, a nervous look about him and a bandaged arm. He is telling his story to the innkeeper.

'I am a Judain from Godorno. I had to flee the place for if the Overlord's men didn't get me, the plague certainly would have done.'

You approach this man, introduce yourself and ask him more about Godorno.

'It has become a terrible place. A plague has broken out unlike any I've seen before. Its victims are reduced to maniacal beasts. As if that's not bad enough, people have started to disappear in the night, both Judain and non-Judain. Both the Overlord and the Sycaari deny responsibility. But that is not all. The synagogue has been torn down. Caiaphas, the rabbi made sermon of peace and tolerance. He said that the actions of the Sycaari would only create a cycle of hatred and violence that would destroy the city. However, violence broke out amongst the congregation. No one knows who provoked it, either the Sycaari or the Overlord's agents, but the mob soon went out of control. The Overlord's soldiers did nothing to stop it and watched as people died and the synagogue was destroyed. Caiaphas was killed in the riot.'

You listen to this in horror. Caiaphas was like a father to you. He helped raise you, he found you mentors to train you. And now he is dead. And the synagogue has been torn down. Godorno is worse than it ever has been. But can you make a difference if you return?

If you decide to get on a barge and return to Godorno, turn to [294](#)

If you decide to get away from the Overlord's mercenaries and head north to Mazarkhand, turn to [297](#)

118

You swing the rope and grapple and aim for the wooden beam. You latch on with your first go. It is then a case for you to simply swing across the room, sailing over the angry, hissing snakes, to the other stone block. You land there gently and walk through the door, congratulating yourself.

Delete the rope and grapple from your adventure sheet. Turn to [99](#)

119

A giant purple worm breaks the surface of the Grand Canal and towers over the crowd. As this happens the crowd can do nothing but stare in bewildered terror. Then the worm comes crashing down on the stage, smashing it into splinters and crushing Ahab and the Overlord. The cacophony breaks the crowd out of their trance and they all start to rush out of the square, pushing and shoving each other to get as far away from Hate as possible. The Overlord's guards simply abandon their posts and join the stampede, their only instinct to escape. You stay to watch a little longer. The worm does not move forward, but starts to lurch and spasm as if it is undergoing some kind of transformation. Things start to bulge out of the front part of it and it rears back up into the air before landing in the Grand Canal with an enormous splash. The spray of water hits you, soaking you. Before you can do anything, however, the worm rears out of the water again, but this time it is different. This time it has a head. The creature now has two green eyes and a fang filled mouth, eager to devour the rest of the city. The face has a curious familiarity and then it hits you. It is a mixture of the Overlord's and Ahab's face. By absorbing the two most hateful men in the city, the transformation is now complete. The creature looks at you with a mixture of hate and hunger, eager to devour you and crashes in the plaza. Tentacles sprout from its purple flesh, seeking out anyone who was foolish enough to stay and the work lurches towards you. It is now mere feet from you. You can smell its warm fetid breath as it opens its mouth to devour you. Then it stops.

There is a clanking sound. You step back and look around to see what is happening. Chains are rising out of the stone ground of the plaza and tying themselves around the giant purple worm. This is holding it to the ground. An image of a woman in blue robes appears above the plaza. You recognise her as Erika, a powerful sorceress who lives on Giant's Tooth Island

'You must flee! I cannot hold this creature for long! Flee for your lives!'

The image disappears. Hate is writhing and struggling under the magical chains.

If you have the codeword Armed on your adventure sheet, turn to [100](#)

If you don't, turn to [196](#)

120

At the last, you seem to hear a high-pitched uncanny whispering coming from Hate's black maw. As it shudders in its death throes and you sink into the oblivion of death, you imagine that you hear its words: 'To the last I grapple with thee, Judain. From Hell's heart I stab at thee. For Hate's sake, I spit my last breath at thee!'

It pulls you close to its rancid maw as the two of you die. But you have died a true hero's death, bringing salvation to the city of your birth. Those that succumbed to Hate are restored to life and climb out of the catacombs to return to humanity.

In days to come, when Godorno is rebuilt, a statue will be erected to honour your memory. You have triumphed.

121

This is not what you want. The Overlord is not the real enemy here, but Hate itself. It won't matter how many of the Overlord's followers you kill, you will only inspire others to take up arms against the Judain. You don't know how, but you are going to save your people another way.

But first, you need to find a new place to live. [432](#)

122

You think that maybe the abandoned ships in the harbour might have something that can combat Hate. You remember seeing that it had the flag of Federico Tadmor, the famous explorer and treasure hunter. His ship may have something that you might find useful.

If you decide to look for the ship, turn to [479](#)

If you decide to head back to your shelter, turn to [16](#)

123

The brigands come to a halt before you.

'I wish to join you!' You shout.

'Oh yeah? We don't let any old freeloader join our band.' Shouts a tall bald, scarred brigand. He dismounts from his horse, draws a serrated sword and approaches you, grinning like a wolf.

If you have Swordplay and a sword, turn to [25](#)

If you have Unarmed Combat, turn to [325](#)

If you have Throwing and a knife, turn to [319](#)

If you have a sword but you do not have Swordplay, turn to [197](#)

If none of these apply to you, turn to [347](#)

124

The green light is burning you both inside and out. It is as if your blood is boiling and your skin is charring.

If you have the codeword Satori on your adventure sheet, turn to [438](#)

If you have the codeword Venefix on your adventure sheet, turn to [336](#)

If you have neither codeword on your adventure sheet, turn to [350](#)

125

Hate shrieks a cry of insensate fury as it sees you charging back to slice at it with your enchanted blade. In a welter of carnage, you and your monstrous foe lock in mortal combat. The green-tinted metal of your blade chops deep into Hate's soft purulent flesh, while its tentacles slap into you with stunning force. Those baleful green eyes gleam with a new emotion now not hatred and unreasoning violence, but the liquid gleam of fear. Hate knows that it is going to die today, but it sells its life dearly.

If you have Swordplay, lose 7 Life Points.

If you don't have Swordplay, lose 9 Life Points.

If you survive, turn to [51](#)

If you don't, turn to [120](#)

126

Hate moves its giant body at the last second and the pomegranate bounces harmlessly off its translucent purple flesh. The artefact lands beyond your reach.

Remove the ivory pomegranate from your items. You may not reduce damage from Hate any more. However, if you have the codeword Satori, you may reduce all damage dealt to you by 1.

You return to the fray with Hate. Turn to [18](#)

127

Throwing caution to the wind, you continue alone on the road until you see a cloud of smoke or dust up ahead.

If you find a place to hide, turn to [553](#)

If you decide to face whatever is coming, turn to [93](#)

128

You do not want to die a senseless death, being slaughtered by the Overlord's men in the street, especially when you have a weapon with which to fight the true enemy Hate.

You grip the haft of the Jade Warrior's sword as you stalk the streets of Godorno, looking for the monster. Turn to [283](#)

129

Your sword rasps from its sheath. The youth starts to retreat, throwing his knife away and yelling at the top of his voice: Help, murder! A Judain tried to kill me! Help me!

Before you can sheath your sword the shutters in the houses overlooking the street are flung open and the cry is taken up. A group of cobblers come advancing on you wielding their little hammers. Pots and pans rain down on your head from the windows above. A steaming hot sago pudding lands on your head and oozes down underneath your jerkin as you jump nimbly aside to avoid the contents of a chamber pot.

You have no choice but to flee before the mob overwhelms you. Turn to [523](#)

130

As you run across the room, the spider lowers itself down to crush you, but you are too fast for it. You slam into the door and yank the handle. Thankfully, the door is not locked or trapped and it opens normally. You run through the door just as the spider lands on the floor, but it can't pursue you through such a small space. You run down a corridor and down some spiral steps that seem to go on forever.

Eventually you reach the bottom of the stairs where there is a door that exits the tower. Turn to [252](#)

131

You draw your sword with a flourish and advance steadily on Skakshi. Desperately, he throws his knife at you. However, you are prepared for this and strike it out of the way with the sword. The landlord throws him a spiked club with which to defend himself. You can see by the way he hefts it he knows how to use it to pulp brains. Your sword gives you an advantage over his rude weapon, but you will still have to be careful.

If you have the Swordplay skill, turn to [234](#)

If you don't have the Swordplay ability, turn to [543](#)

132

Tyutchev looks at you insolently. His direct stare makes you feel very uncomfortable. He has challenged many a poor fellow with a look like this, and most of them didn't live to tell the tale. Now he says 'So a Judain comes ready for the slaughter! It's hardly worth the bother of collecting the ten gleenar's reward, but then there is the pleasure of killing you.'

He speaks a though you were a slimebeast that had crawled out from under a stone. He draws his sword, a great one-and-a-half-hander, which he wields with magnificent ease and power, as if it were a toothpick. It thrums through the air as he prepares to slaughter you. With a surprisingly quick movement for so large a man he manages to put himself between you and the only door. It doesn't look as if the latrine here backs onto the outside world so there is no escape that way.

If you possess a sword, turn to [409](#)

If you don't possess a sword, turn to [452](#)

133

Ahab and his five lieutenants draw their knives and advance upon you.

'Wait! I did what I thought you wanted with the money!' You shout 'I bribed officials to let some Judain escape and to turn a blind eye to attacks! Wasn't that what you wanted?'

The men stop their advance. Ahab questions you on who you bribed and for what. Your knowledge of the people of Godorno is enough to satisfy him.

They don't know whether to believe you, but, fortunately for you, it will take some time to find out one way or the other.

'You can stay for now.' Says Ahab 'But any more sign of funny business from you and you get the knife.'

He motions to a door and you walk through to find a room covered in straw. People are asleep on the floor and you join them. Turn to [349](#)

134

Ahab snatches the money off you and smiles, bearing his teeth. You see his green eyes glitter with greed.

'You have done well. I guess we could repay you for your help.'

One of Ahab's men goes away. When he returns, he has two pots of healing salve. You may add them to your possessions. Each one will restore 1 Life Point.

'Have some rest for now.' Says Ahab 'I have big plans for you in the morning.'

Ahab motions to a door nearby. You walk through it to find several people sleeping on a straw covered floor. You join them. Turn to [349](#)

135

Eventually, you come to an octagonal room with several Judain runes inscribed on the walls. Rocks and other debris litter the floor. As you sift through it, you find the clay parts of the golem, but they have been broken, probably by falling rocks. You curse. Then you see something different. It is a small marble capsule, engraved with several arcane runes. You remember that this capsule was put in the golem's mouth to bring it to life. As you pick it up, you feel the magic of the capsule flow into you before it crumbles to dust.

Increase your maximum Life Points by 3 and gain 3 Life Points.

Feeling prepared, you return to the synagogue and set off to find a safe place for the night. Turn to [432](#)

136

You dart in to attack the first of the Jade Warriors. You fight well; your sword is an arcing blaze of light, but though it rings loudly against the jade bodies of your adversaries, they are not dented. Their heavy blows break down your guard and their blades are terribly sharp, as you find to your cost when one bites into your shoulder. Lose 2 Life Points.

You flee the tomb before the Jade Warriors overwhelm you. Turn to [83](#)

137

You walk up the road for an hour until you come to an inn. It is getting dark now and the lights and the sound of merriment inside seem warm and welcoming.

If you decide to enter the inn, turn to [377](#)

If you decide to carry on up the road, turn to [68](#)

138

Add the codeword Levad to your adventure sheet.

Ahab is going too far. He is putting the lives of you and the other Sycaari in danger just to satisfy his lust for revenge. He will not forgive you for deserting him now, however. You will have to survive whilst being sought after by both the Overlord's men and the Sycaari. However, you have survived in Godorno for many years and you are confident that you can avoid both. You traipse through the city, spending time looking for a suitable hideout. Eventually, you come to a hovel on Bumble Row where, exhausted, you throw yourself onto a pallet and fall into a fitful sleep.

When you awake the next morning, you think about whether you have any allies left in the city. There may be some Judain who are still able to survive here whilst not being part of the Sycaari. You think of the mentors that Caiaphas set you up with when he noticed your potential. These great Judain recognised your talents and honed them. They might still be in the city. On the other hand, you might need more people if Hate is getting so powerful. It might be worth using a gondola to scour the city to find other lonely Judain to recruit to your cause of stopping Hate.

If you seek out one of your mentors, turn to [371](#)

If you want to scour the city by barge, turn to [564](#)

139

You are too close to outrun the boar, so you face it. It is a fierce and strong creature intent on goring you to death. It is a desperate battle.

Lose 3 Life Points. If you have Unarmed Combat, lose 2 Life Points. If you have Swordplay and a sword, lose 1 Life Point.

If you survive, once you have slain the boar, you collect some of the herb that you find in the copse.

Now that you have the herb, you return to the old woman. Turn to [237](#)

140

The next morning, you wake up. One of the Sycaari gives you half a loaf of bread and a bowl of broth.

'Eat up.' He says 'Ahab wants to see you.'

After finishing your meal you go to the big room to find Ahab poring over his map alone. His green eyes are baggy. You wonder if he has actually left the table in the night.

'I am preparing us to strike at the Overlord's men and clean the streets up. You are key to this mission.'

'Me?'

'Yes. I want you to cut the head off the snake. I want you to kill the Overlord.'

'Alone? Sneak into the heavily guarded palace, kill him and sneak out alive?'

'No, of course not. You don't have to get out alive. I need every Sycaari I can find for this strike. You are new. You're not needed for my plans on the street, so that is why I picked you. Anyway, security has become more lax recently.'

'What about Hate?' You ask.

'What?'

'Hate has become a gigantic purple worm. It must have killed thousands of people and it is getting stronger every day. If we don't act soon, it will destroy the city and condemn all who live in it to an eternity of suffering. And there are plenty more smaller creatures in the streets.'

'What of it? If Hate is killing the Overlord's men, then all the better. If this creature really is Hate, then we will be safe.'

'But don't you remember Kush? It will level the city!'

'Nonsense! Why are trying to divert my energy away from the resistance? Are you with us or not?' Growls Ahab.

You realise that there is nothing to gain from arguing here, so you say that you are with him.

'Good. Kill the Overlord. Return when you are finished.'

You leave the cellar and think about Ahab's words. He seems to have no regards for your life, or even the lives of his fellow citizens. His quest for revenge against the Overlord seem to be his only aim. He almost seems a different person to the Ahab you remember from your youth. Do you want to still follow such a man? On the other hand, the Overlord is a cause of a lot of suffering in the city. If you kill him, his followers may see the error of their ways.

If you decide to try to assassinate the Overlord, turn to [518](#)

If you want to abandon Ahab and the Sycaari and think of another way to save the city, turn to [280](#)

141

As you run, Hate's tentacles lash out at you and try to grab at you. You fight valiantly against the tentacles, wriggling free from the ones that grab at you. However, they still lash at you.

Lose 4 Life Points.

If you survive, you manage to grab the jewel and hold it high so that it captures the sunlight again. As it does the beam of ruby light blasts Hate in the face. The monster starts to thrash around wildly again, but this time less vigorously than before. The power of the jewel is destroying Hate. But then the magical chains dissolve away, freeing the beast. The creature raises itself up to crush you in one last attempt to save itself. But before it can finish the deed, it merely collapses back onto the ground where it reared up, crashing through the stone to be swallowed up by the catacombs.

Hate is dead. Turn to [51](#)

142

The next morning, you wake up to the sound of voices. You stand up just in time to see a group of five men walking in your direction. They are dressed in sturdy travelling clothes, but they do not seem to be brigands or the Overlord's men. Upon seeing you, they greet you and you talk.

These men are Judain who have also fled the city of Godorno. They tell you that it has got much worse. The day after you left, Caiaphas gave a sermon at the synagogue with a message of peace and tolerance. He said that the Sycaari's actions would only perpetuating an endless cycle of revenge and hate and that all must make an effort to live side by side. His words angered the crowd who started to riot and tear down the synagogue. They believe that the Overlord's agents were amongst the crowd and incited them to riot. The soldiers stood back and let the destruction happen. Caiaphas was murdered. Shortly after this, As if that wasn't bad enough, a plague broke out. It isn't like any disease I've seen. It reduces people to violent maniacs who have no control. If that's not bad enough people are disappearing at night, both Judain and non-Judain. Both the Overlord and the Sycaari blamed each other and both denied responsibility.

This news hits you hard. Caiaphas was like a father to you and he was murdered preaching what he believed. Now the citizens of Godorno are being picked off in the street. Godorno is more dangerous than ever, but if you return will you make a difference or will you become just another victim of the plague of hatred that has swept through the city?

If you return to Godorno, turn to [269](#)

If you travel with the Judain to Burg, turn to [169](#)

143

You seize the bridle and then leap into the saddle. The chestnut horse bucks, arches its back and makes a series of straight-legged jumps to shake you. You feel the horse's fear, so you give it free rein, hoping this will stop it buckling. It gallops off down the road towards the main gate. Soon, you see the wooden arches of the double gate ahead. People jump aside at the last minute from the path of your frothing mount.

As you approach the gate, the guards tumble out of the gatehouse to stop you. One tries to grab the bridle but misses and falls over. Another is winding his crossbow. As you gallop past, he lets fly, but you duck at the last minute and the bolt flies over you. As the horse gallops through the gate, you hear the twangs of crossbow strings ring out behind you. Deadly quarrels go shooting past your ears. The horse gallops on, leaving pursuit behind. The towers and minarets of Godorno are lost to view by the time the horse runs itself out.

You dismount it and carry on up the road on foot. Turn to [516](#)

144

Whilst the man is ordering the drinks, you notice a piece of parchment sticking out of his back pocket. You quickly pick it and tell the man that you will be right back after a visit to the privy. Whilst you sit in the stinking cess pit, you read the parchment. It is an order from the Overlord that the head of a Judain will now get 20 gleenars. This man is a mercenary trying to find out if you are Judain. You return to the bar where the man starts asking you questions about your past. You tell him some story about your father being a tanner who was always in debt to a Judain lender.

The man is suspicious, but does not want to risk attacking a non-Judain so he eventually bids you goodnight. [64](#)

145

You pull out your sword and start hacking at the tentacles. Purple flesh flies everywhere, but they keep coming and start lashing at you and grabbing you.

If you have Swordplay, lose 2 Life Points. If you don't, lose 4 Life Points.

Eventually, the tentacles retreat. It is time to begin your assault. Turn to [559](#)

146

People turn to stare as you run past them and then take up the hue and cry as they are engulfed by the mob that pursues you. You run on, your lungs beginning to hurt. They are not closing but you don't know how much longer you can keep going like this. Every time you see a likely place to hide there seems to be someone else there. You turn a corner and run on in the direction of the main gate where the trade road enters the city. Behind you can hear the sound of hoofs on the cobbles. A squadron of the Overlord's cavalry is giving chase. Ahead there is a drinking house, outside is a horse tethered to a post.

If you steal the horse, turn to [340](#)

If you hide in the drinking house, turn to [515](#)

147

You return to the cellar where Ahab and his commanders are making their plans. You climb down the ladder and stand before him. He looks up from the map of Godorno and stops moving wooden figures around.

'Well?' He demands.

If you present him with a diamond, turn to [162](#)

If you present him with 100 gleenars, turn to [69](#)

If you present him with 200 gleenars, turn to [426](#)

If you present him with 300 gleenars or more, turn to [134](#)

148

Your allies are hacking at Hate, slicing many tentacles from it. Talmai and some others have managed to fight their way through the tentacles and are attacking its main body. Hate roars in pain and anger. This is your opportunity to throw the pomegranate into its mouth.

If you have Throwing, turn to [521](#)

If you don't, turn to [126](#)

149

You decide to summon multiple illusiory images of yourself. The giant spider rocks back and forth, seemingly transfixed by the apparitions of you which have appeared on either hand. You have indeed won more time. It seems the spider cannot make a choice between three absolutely identical targets. It is not clever enough to begin the process of elimination. You then blast it with an energy spell. A great crash echoes around the room and seems to shake the whole tower. It is followed by an explosion of spurting red flame which bathes the black spider in its punishing light. You feel giddy as the tower rocks. The spider recoils, its legs buckle under it and it struggles in vain to get up. The Jewel of Sunset Fire is yours for the taking. You make a dash for it before the gigantic spider, which is giving out a high keening hiss, can recover.

Add the Jewel of Sunset Fire to your possessions.

You then escape through the door. Turn to [223](#)

150

As you approach the house, a pack of rats scurry from underneath the wooden door and run towards you. You jump out of their way as they rush past you. You stop, unsure that you want to stay in this house if it is infested.

Then there is a crash as the door before you flies open. Before you stands a skinny, ragged man, screaming his lungs out. His green eyes are wild and show nothing but rage and hate. Upon seeing you, he charges at you, his fists raised, ready to beat you to a pulp. You are thankful that the rats appeared when they did. If you hadn't stopped, he may have been able to strike you before you could defend yourself.

Lose 3 Life Points. If you have the Unarmed Combat skill, lose 2 Life Points. If you have the Swordplay skill and a sword, you lose 1 Life Point.

If you survive, you inspect the body. The man's skin is covered in purple pustules. This must be a victim of the plague you heard of. If so, you offer a quick prayer that you never go that way. The man had been reduced to little more than a rabid animal, driven only by a need to kill. His death was a mercy.

You do not want to touch this man's flesh, so you kick his body back into the ruined house and down into a cellar. His body disappears into the darkness and you hear a thump as it hits the ground. No one will be finding him for a while.

You go to another house and hide in its cellar so that you can get some sleep. Turn to [534](#)

151

You arrive back at the jeweller's house in the dead of night. Clouds cover the moon like grave soil on the face of a corpse. Underfoot, the cobblestones glisten blackly. A cat prowls in the shadows across the street, making barely less noise than you. You have always prided yourself on your stealth and cool nerve, but more useful than either of these is your mastery of magic. Murmuring the antique rhyme, you cast a spell that will keep all of the house's occupants asleep by making their dreams more vivid than reality itself. Even an earthquake could not rouse them before dawn. Confident that nothing could go wrong now, you force the door and enter.

The interior of the shop is dark. You see no reason not to light the lamps; it would make your job easier and any passer-by would just assume the jeweller is working late. A hasty but thorough search of the shop reveals no sign of the diamond, but that is only to be expected. Probably it is kept in a treasure chest. Stepping over a slumbering guard dog, you start up the stairs.

A floorboard creaks on the landing above. Startled, you look up to see a young soldier in the uniform of the Overlord's troops standing there. His face is ashen with fright, but he musters a brave semblance of self assurance as he calls: 'You there! You're under arrest!'

If you have Throwing and a knife, turn to [348](#)

If you advance up the stairs to attack him, turn to [557](#)

If you run out of the shop and give up, turn to [52](#)

152

As you think about what to do, the guard starts to walk up the jetty. As he does, he slips over and falls into the water with a splash. A minute later, he crawls back onto the docks, sopping wet. Deciding to go and change, he walks off away from the boat, leaving it unwatched.

You finish your delivery. Turn to [270](#)

153

The towngate at Grond is a ten foot thick wall abutting the battlemented and turreted gatehouse. As the gates creak open you look into the bleak eastern courtyard. There is silence for a moment as you look at the grim grey stones that have witnessed the trials and tortures of so many. For fifteen hundred years, Grond has stood at the river mouth. Additions made in a new style every century or two, always in the same sombre hard grey stone, give it a chaotic air.

For centuries, the prison fortress has struck terror into the hearts of the good burghers of Godorno. Its architect, Falsaphio the Gifted, was walled in above the gatehouse keystone because the prison had cost more to build than he had promised.

You are standing beneath its remains. Turn to [418](#)

154

The guards are so engrossed in tormenting the poor man, that they don't notice you creeping up on them. You are soon standing right behind one of them and plunge your blade right into the back of his neck. The man crumples to the floor. The other guards stop, surprise and shock upon their faces you take advantage of the situation and leap over the Judain, stabbing another one in the face. The third guard draws his sword and faces you. You are going to have to fight this one.

If you have Swordplay and a sword, lose no Life Points. If you have Unarmed Combat, lose 1 Life Point. If you have neither skill, lose 2 Life Points.

If you survive, you may take a sword from one of the guards. Then you help the Judain up. Turn to [417](#).

155

You have no difficulty, even in these troubled times, finding a foreign merchant who will give you 300 gleenars for the diamond. You know it is worth much more than that, but the merchant shows you the gold in a sack. 'Others could promise more,' he points out, 'but you might wait for ever to get your hands on the gold. I offer an immediate exchange.'

If you accept the deal, cross off the diamond and add 300 gleenars to your money.

On the way back to the others, you realise that you are near the shop of Tarkamandir, sage and friend. He always has a stock of useful items that will help you in your quest.

If you visit Tarkamandir, turn to [89](#)

If you return to Ahab, turn to [220](#)

If you decide to keep the money for yourself, betray Ahab and the Sycaari and find your own way, turn to [173](#)

156

You manage to wriggle free of some of the tentacles, but more reach out for you. Others strike you, trying to knock you down, or weaken your struggles. Lose 2 Life Points.

How are you going to free yourself from Hate?

If you have the Agility skill, turn to [362](#)

If you have Spells and a wand, you could unleash a blast of energy at Hate as a last ditch effort. [494](#)

If you have a sword and wish to slash the tentacles (Swordplay is not needed), turn to [24](#)

If none of these apply to you, your only hope is to thrust the torch at Hate and hope that it burns it. Turn to [217](#)

157

Do you have the codeword Venefix? If so, delete it. If not, acquire the codeword Satori. The freed guards have fled the prison.

You hope that you are strong enough to face what horrors this prison has to free your fellow Judain. Turn to [376](#)

158

Your skill with the knife allows you to aim for the spider's more vulnerable parts. It goes limp as it expires.

Delete the knife from your possessions.

You step up to the frame and hold the jewel aloft in both hands. The room is suffused with a glow of power. At last you have a weapon with which to combat Hate.

Add the Jewel of Sunset Fire to your possessions.

You take the jewel and leave through the door. Turn to [223](#)

159

Traipsing through the tunnels, coming to dead ends and then heading back is exhausting and demoralising. You keep telling yourself that it is all for the good of the city. Then you round a corner and see a huge purple blob with writhing tentacles filling up the tunnel. You are close enough to see anguished faces of the lost souls through the translucent flesh. Before you can do anything, the tentacles lash out at you and the blob lurches forward.

If you have an ivory pomegranate or the codeword Satori, turn to [13](#)

If not, turn to [263](#)

160

You let the man go. Your brigands complain.

'What's the matter? Going soft?' jeers one of them. You walk up to him and shut him up with an elbow to the face.

'What were going to do with him, eat him? He's not worth the time it takes to clean my sword. Now let's find some people with valuables.'

At the end of the day, you return to your camp.

That night, you lie awake, thinking about the man's story. Caiaphas's death hit you like a gut punch. The rest of your people hiding in fear of plague or the gallows. Surely you should do something?

On the other hand, what could you do? Would you be able to make a difference against the Overlord's hordes?

If you slip out of the brigand camp and head back to Godorno, turn to [312](#)

If you decide to stay with the brigands, turn to [487](#)

161

You throw your knife at the lead guard. It strikes him in the head and he collapses to the floor. You then prepare to fight the other two.

It is a grim battle, fought almost in silence. The only sounds are frantic pants of breath and the scuff of quick footfalls as you manoeuvre back and forth across the room. You try to defeat these two as quickly as possible.

If you have Swordplay and a sword, lose no Life Points. If you have Unarmed Combat, lose 2 life points. If you have no combat skills, lose 3 life points.

If you survive, you gain victory, you step over the soldiers' bodies and snatch up the treasure chest, then hurry off into the night. Turn to [241](#)

162

Cross the diamond off your possessions.

Ahab looks at your offering and snatches it from you

'So now we have to fence it. You could have done that yourself, you know and saved us some work. /use your initiative next time. Well I suppose you got what I asked for, so you can still have our protection.

Ahab motions at a door nearby. You walk through it to find people resting on a straw covered floor. You do the same. Turn to [349](#)

163

You remember a story you heard from your childhood. Long ago, when an anti Judain cult had risen up and had started killing them, a rabbi who was gifted in magic created a living creature from clay. He called this creature golem and it lay waste to the cult as it was impervious to their weapons and completely relentless. The story goes that once the cult was destroyed, the golem was dismantled and played under the synagogue, ready for the time when the Judain would once again be in mortal danger. You wonder if you could find the parts of the golem amid the rubble of the synagogue and use it to wreak havoc amongst the Overlord's men. However, getting to the synagogue will be dangerous as you will have to pass several patrols, and there might be more guards at the synagogue itself.

If you decide to find the golem, turn to [484](#)

If you would rather search for shelter, turn to [432](#)

164

You hesitate for a moment, unsure as to what to do. As you do, Hate's tentacles advance and thrash you. You fight them off, but you are badly wounded.

Lose 4 Life Points.

If you survive, you resolve to not let Hate trick you again. Turn to [509](#)

165

Most of the people here have run away. Those who haven't simply stare blankly with shock and horror. Hate is real. It has been given physical form by the actions of the citizens of Godorno. Everyone has heard the tales of Kush. If left unchecked, Hate will grow strong enough to level the whole city. Saving the Judain from the Overlord may have to wait for a while. If no one addresses the Hate infesting the city then no one will survive, Judain or not.

If you have Streetwise, turn to [475](#)

If you don't, turn to [79](#)

166

You grab Ruth by the shoulder and pull her into the cess-pit at the back of the empty house. The smell is revolting, and you nearly throw up when you have to push your face down into the rancid ordure. The guards conduct a search of the vicinity and one of them pokes his head through the open doorway, but it does not occur to him that anyone could bring themselves to take cover where you have done. Indeed, the very art of concealment is to hide where your enemy does not think to look!

When they have gone, you help Ruth out into the street 'We look like two escaped lunatics,' she says, grinning. 'It's nothing a few pails of water won't cure,' you assure her 'I can't say we'd be as easy to set right after a spell in the prison.'

Ruth leads you to her house. Turn to [411](#)

167

You duck under the blade of one Jade warrior and manoeuvre behind another one. You throw yourself against its sword arm, wrenching the blade from its armoured grasp. By chance, you have chosen to attack the leader. When you hold the sword, you feel that there seems to be a mind inside it, prompting you to issue orders to the Jade Warriors. 'Obey Me!' You cry out.

To your relief and amazement they line up before you and stand to attention. The warrior from whom you robbed the sword picks up another from behind an awning. The warriors are ready to do your bidding. They whirr and click as they follow you dutifully to the edge of the precincts of the burial chambers, and there they grind to a halt. There is nothing you can do to move them further. However, you may still take the sword.

Add the Jade Warrior's sword to your possessions.

You then leave the burial chamber. Turn to [354](#)

168

Wolf has travelled across most of the known world, yet he always enjoys a stay in Godorno after his travels. You find him at the docks preparing his ship to leave the city. Upon seeing you, he hugs you.

'I'm so glad to see you alive, my friend.' He says 'You were always so helpful on our adventures together. Come for another one?'

'I have come to see if you can help me save the city.'

'You always had Caiaphas's conscience, didn't you? Well you are a braver one than I. I am leaving and I don't expect to return. Yesterday, I saw a giant purple pulsing mass pulling itself through the streets, snatching up any unfortunates who wandered too close. This place will be a ruin soon.'

'Can you at least help me save the city?'

Wolf laughs 'I can offer you some items that I have found on my travels. Let's see if they can help.'

Wolf goes to his ship and comes back with several items. He offers all of the following to you:

A healing potion that restores 5 Life Points when drunk.

A book of legends (allows you to act as if you have the Folklore skill)

A mirror

A block of incense

A rope and grapple

You thank Wolf and wish him good luck.

You think about returning to Bumble Row. Turn to [339](#)

169

You join the Judain band and travel to Burg. Eventually, you reach the town where you go to an inn, eat a hot meal and plan your next move. Some of your new companions want to stay here and some want to get as far away from Godorno as possible and brave the Great Forest. After an hour of debate, you are no closer to reaching a decision so you all go to bed.

The next morning, your decision is made for you. Two men in leather armour and with swords burst into the inn whilst you are having breakfast 'Judain scum!' They shout 'The only thing you're good for is the reward money for your heads!' You and your band manage to overcome the men, but blood is drawn. You all decide that to stay here would be too dangerous and so you must head through the Great Forest. You spend the day preparing for your journey as best as you can. The next day, you set out on a new adventure and a new life whilst Godorno chokes on its own hatred. A few months later, you return to where the once proud city stood to find that all that remains of it are the tops of the fortresses and towers piercing the waves.

170

You have survived the catacombs of the Megiddo Dynasty. As you stop and think about this, you breathe a sigh of relief. You are sure that many have met an untimely end with the Jade Warriors.

If you have the codeword Execute, turn to [95](#)

If you don't turn to [274](#)

171

It is time to spy out the lay of the land. Only by prowling the streets will you know what is really happening. Maybe you can find a contact who can take you to Melmelo. You round the corner to a street and immediately retreat. Three of the Overlord's men are banging at the door of a rundown house. You can hear them shouting 'Come out, Judain rat! We know you are there! Come and face your fate!'

There is a brief period of silence, followed by the sound of a door being smashed down. You peek round the corner to see two of the guards drag a struggling man out of his house. They throw him onto the muck-muck choked cobbled streets and start kicking him.

If you decide to help the man, turn to [539](#)

If you decide to slip away, turn to [104](#)

172

The guards take your 40 gleenars (deduct them from your adventure sheet) and wave you through the gates.

'It doesn't matter. If the mobs don't get you, the plague will.' Laughs one guard.

All you care about is saving your people. Turn to [232](#)

173

Add the codeword Levad to your adventure sheet.

For whatever reason, you decide that the Sycaari is no longer for you. It's going to be more dangerous in Godorno alone as both the Overlord's men and the Sycaari will be after you. However, you have learnt how to survive over the years. You decide to search the city for a place to hide out.

During your search, you walk past a ragged preacher standing atop a broken down cart.

'Hate! Hate! Hate stalks the streets of our city, punishing us for our crimes! A writhing purple blob came up from the ground and dragged by brother away for spitting on a Judain! Flee this city before you are consumed by Hate!'

Few people are listening to him. You have heard stories of Hate being given form and destroying decadent cities, but you have always thought of them as fairy tales. You leave the man to his ranting.

Eventually, with some careful searching, you manage to find a ramshackle hut in Bumble row that you can call your hideout. Once you are sure that no one has been occupying the place, you decide to search the area to see how often the Overlord's guards patrol the place.

This is where you encounter something beyond your darkest nightmares. Turn to [273](#)

174

'Now hear the will of the Overlord. The salt tax will be doubled forthwith.' The crier's voice rings out confidently but there are growls of discontent all around. A man turns to you and says 'Doubled! Do they intend to squeeze us till we are nought but dried husks lying in the dust?'

'Ssh,' you say, wanting to hear what else the town crier is saying.

'The amnesty for those who worship false gods is at an end,' he declaims to the crowd. 'The punishment for heresy is death.'

There is a wail from somewhere in the crowd and two of the soldiers barge their way towards the poor unfortunate. Townsfolk are knocked to the ground but no one lays a hand on the soldiers. A woman dressed in a blue robe runs away with the soldiers in hot pursuit.

The crier affects not to have noticed the disturbance 'Now hear this. The Overlord decrees the Judain outcast. The life of a Judain is no worth. The keeping of Judain as slaves within the precincts of the city may continue. It is the wish of the Overlord that all good citizens of Godorno shall not rest until the Judain have been driven out or enslaved.'

You listen with horror. This means that none of your people are safe within the city. The crowds start to chant 'Kill the Judain, kill the Judain.' The man who spoke out with such indignation about the salt tax looks at you and then points, shouting 'Judain!' The mob will soon be baying for blood.

If you have Cunning and either a knife or a sword, turn to [529](#)

If you have Spells and a wand, turn to [318](#)

If you have Streetwise, turn to [107](#)

If you have none of these skills, you are pelted with stones as you run off. Lose 3 life points, then turn to [146](#)

175

You arrive at the pile of charred rubble that used to be the focal point of the Judain community in Godorno. Many people had put their lives into this synagogue to ensure that they make the lives of others better. You were one to benefit from such people. Caiaphas saw potential in you and ensured that you had the best teachers when you grew up. He knew that you could achieve great things and he wanted them for you. He wanted them for all of the Judain. His dreams were destroyed along with his life and the synagogue in one night. You resolve that he won't have died in vain.

You start to remove rubble, looking for the entrance you were told about. After half an hour of moving stones, you find the flagstone with the symbol that you were looking for. You throw a rock upon it and it smashes through the flagstone, creating a hole big enough for you to climb down. You grab a torch from the rubble and relight it before going down the tunnel.

If you have Roguery, turn to [541](#)

If not, turn to [187](#)

176

Before you can be pulled into Hate's flesh, you slip on something and fall, losing your grip on the guard's hand. As you get up, he curses you 'You will languish in the Rift for eternity for this, Judain scum!'

He breaks off into moans of despair as Hate pulls him further into its cloying flesh.

You decide that you cannot help these guards and instead search for the prisoners. Turn to [376](#)

177

How will you free the guards?

If you possess a sword and wish to use it (Swordplay is not needed here), turn to [7](#)

If you have Spells and a wand and wish to use it, turn to [208](#)

If you ask some of the trapped guards what to do, turn to [429](#)

If you have an ivory pomegranate and wish to use it, turn to [323](#)

178

You wake up and leave your hovel. The sky is clear and the weather is comfortable and warm. You get a brief feeling of elation at the sight of such weather before the stench reminds you of the hell that you are living in. You stride down the street, not wanting to miss the Overlord's speech at Greenbark Plaza. You soon get there to find a large stage erected for the Overlord. There are a lot of guards around the entrance to the plaza, keeping an eye on the crowd of citizens who have arrived to see the Overlord. There is a feeling of tension as the people wait. Eventually, there is a fanfare and the Overlord arrives. He is wearing opulent robes over his gluttonous form. His green eyes have heavy bags under them and his skin has a purplish hue. The man looks listless and distant. He is lead on by a pretty young woman in a silk dress. One of his concubines no doubt. He takes the stage, pulls out a piece of parchment and begins to read

'My friends. For too long, the Judain stole our money, murdered our friends and raped our women. But after a glorious war against the spiders of Godorno, I can declare that we are victorious! We are free from the evil influence of the Judain at last!'

Then another voice pipes up 'Not so fast, Overlord. We're not all dead yet.' Turn to [360](#)

179

The things you have seen and heard greatly disturb you. The city is tearing itself apart and no one seems to be able to do anything about it. You resolve to save your people, no matter the cost.

As the sun sets on the city, you hurry up, wanting to get to safety before night fall. Turn to [262](#)

180

You charge at the blob of Hate and hack at the tentacles that reach out for you. As your sword slices through the tentacles, yellow pus spurts out from the wounds. You see more tentacles sprout from the blob. Instead of reaching out for you, they lash at you, intending to drive you away, whilst the slime flees down the storm drain.

If you have Swordplay, lose 2 Life Points. If you don't have Swordplay, lose 4 Life Points. If you have an ivory pomegranate, reduce the amount of Life Points you lose by 1.

Before the blob retreats, several tentacles grab the blade of your sword and start to pull on it. You pull back, you are unable to dislodge it.

If you continue to pull at your sword, turn to [498](#)

If you let the sword go, delete it from your possessions and turn to [211](#)

181

Skakshi slams the door as he goes and the other drinkers follow without so much as a glance in your direction. They do not dare to share the drinking hall of the Inn of the Inner Temple with you. You have made no friends here. The landlord stoops to pick up the spiked club which still has congealed blood sticking to it from the last time it was used and puts it back behind the bar.

You leave the inn. Turn to [188](#)

182

Hate has been grievously wounded. It is too weak to tear itself from the chains that bind it. It thrashes wildly and a tidal wave erupts from the canal, but this is the monster's death throes. The monster falls and makes its own grave as the catacombs open up beneath its bulk to welcome its final rest.

The city is quiet. Turn to [51](#)

183

You make your way back to your hovel as quickly as you can. The door is no longer there and even your flea bitten bed and chipped pots have been stolen. It is no matter as you still have shelter. Curfew has started now and so it is not worth venturing out again. You settle down to sleep.

If you have Charms and an amulet, turn to [480](#)

If you have Roguery, turn to [46](#)

If you have neither skill, turn to [489](#)

184

You run on, leaving your pursuers fifty yards or so behind, though looking back you see the youth running ahead of them. You hurtle into the square and attempt to lose yourself in the gathering throng. A large walled flowerbed encircles a rare sight. It is a greenbark tree, eighty feet tall. The smooth bark is striped lime green and grey-green and the heart shaped leaves are golden yellow. There is a shrine here to the tree spirit with a few offerings of potash and wine.

Next to the shrine is the town crier dressed in the traditional black and gold tabard. He unfurls a scroll and begins to declaim to the gathering crowd. He is flanked by a bodyguard of the Overlord's men armoured in black leather.

You push forward to hear better. Turn to [174](#)

185

Erika stands up and walks over to a large wooden box. She motions for you to follow her. When you get near to it, she opens it. Inside is a book, an oak wand, a pair of red leather boots and a pair of black leather studded gloves. 'I can tell you are someone who knows a few things about arcane ways, so I will give you a choice of a magical item to use. The first is a book of spells that someone with your education can follow fairly easily. However, you will also need a wand to use them. The second item is a pair of boots I got from the elvins. They grant agility to the wearer. And the third item grants martial prowess to the wearer. Pick one.'

If you choose the book and the wand (remember that is two items), you may choose options for the Spells skill. You must have both items for it to work.

If you choose the boots, you may choose options for the Agility skill.

If you choose the gloves, you may choose options for the Unarmed Combat skill.

When you have chosen your item(s), add them to your items list. You thank Erika.

'It has been a pleasure to meet one as eager as you, but there is work to be done. You must leave the city to ensure your survival, but be sure to return soon. However, now is the time for farewell.' Says Erika as she motions you to follow her. Turn to [444](#)

186

You have woken up the Overlord. He yawns, rubs his eyes and looks about him. As he sees you his eyes widen with fear and he reaches furtively beneath his pillow. He pulls out a small blowpipe and puffs out a tiny dart which bites into your neck like a hornet sting. It is tipped with curare, a poison that will bring a very painful death. You die, so close to avenging the Judain.

187

You stumble over the rubble and debris to get to the golem. Suddenly, you feel an agonising pain shoot up your leg. It feels as if it is burning.

Lose 3 Life Points.

You quickly remove your foot and look down to find that you are standing on a patch that is completely clear of rubble. It must be some magical trap.

You resolve to avoid it as you get to the golem's room. Turn to [135](#)

188

You decide to explore the streets and get the lay of the land. After an hour of dodging through the back alleyways you enter a dive bar and you bump into Skakshi again. He has a morose look and the bluster has gone out of him.

'You still want to meet Melmelo?' he asks.

'You've changed your tune, Skakshi.'

He drains his mug and gets up. 'The city's changed. Now the Overlord has ordered the round up of all foreigners. I've just found out that my sister-in law was taken earlier today. She is from Kishtaria. Did you know that, Judain?'

'I didn't. But soon the Overlord's measures will become still harsher. I'm glad you've seen reason, Skakshi.'

He takes you by narrow back streets to an ornamental villa on the edge of the criminal dens of the poor quarter.

The villa itself is quite lavish, in contrast to the hovels nearby. Melmelo is the king of this dungheap, all right.

Thanking Skakshi, you watch him slip away into the shadows before knocking on the door. Turn to [540](#)

189

Hate's magic is starting to burn you from the inside out.

If you have the codeword Satori on your adventure sheet, turn to [91](#)

If you have the codeword Venefix on your adventure sheet, turn to [15](#)

If you have neither codeword, turn to [240](#)

190

As your hand reaches for the door, you hear the rumbling. Then, as you touch the door, the electricity strikes your arm and jolts you, making you shudder in agony. However, you still grip the door, dragging it open with all your might. After what seems like an eternity of suffering, you get the door open and fall backwards onto the floor, burnt and shuddering.

Lose 4 Life Points.

If you are still alive, you head through the door to your next challenge. Turn to [102](#)

191

Ahab and his five lieutenants draw their knives and advance upon you. You are not going to survive this fight. Then Ahab motions them to stop.

'We have been friends a long time, you and I. This is why I will give you a head start. But if I see you again, I will kill you.'

There is no point in retorting. Ahab always used to like having the last word. You simply climb the ladder and leave the cellar. Turn to [200](#)

192

It takes a while to get back to your hideout on Bumble row as there are several things you have to hide from on the way. First, you have to duck down an alleyway to avoid a patrol of the Overlord's guards, ringing the bell for curfew. Then, you have to take the alleys to avoid a massive brawl in a street consisting of a score of people all rabidly punching, kicking and biting each other. Then, after smelling the familiar smell of honeysuckle and camphor, you run into the shadows just as a blob of Hate, the size of a horse, slithers down the street, dragging itself along with its tentacles. You wonder after what you have seen if there is anything that could face up to Hate. You also begin to doubt whether you could save yourself, let alone the Judain or Godorno.

Eventually, you make your way back to your hovel where you spend hours lying on your pallet, your mind racing with all the problems that face the city and how you could stop them.

Eventually, your exhaustion takes over and you fall into a fitful sleep. [558](#)

193

You prepare to take on the two guards.

Lose 3 Life Points. If you have Unarmed Combat, lose 2 Life Points. If you have Swordplay and a sword, lose 1 Life Point.

If you win, you recover your knife. You may take a sword from one of the guards. You then help the man. Turn to [417](#)

194

'The Tower of the Sentinel is dangerous. Do not attempt to scale the outside, for I have enchanted the stones to move if someone tries to climb it. They will fling you to the ground below. Instead, you must go inside the tower. There is a flight of stairs. Only put your foot on every third stair. Then there is a door that is enchanted to punish anyone who touches it. However, it opens up easily but only when light hits a certain spot in the room. You must use a mirror to reflect light onto the stone eye carved into the wall. After that, you simply have to get past the giant spider. I didn't have a trick for that you'll just have to deal with that yourself.'

Erika gives you a mirror to help you with this. Add the mirror to your adventure sheet.

Add the codeword Sunset to your adventure sheet.

Erika has more help for you.

If you have the Folklore skill, turn to [185](#)

If you don't have the Folklore skill, turn to [284](#)

195

You remember a half forgotten story about another set of artificial guardians. The golems of Emperor Gorantha all wore crystal pendants around their necks, but their controller always wore the one that glowed the brightest. You notice that one of the Jade Warrior's swords has a brighter halo than the others.

You throw yourself against its sword arm, wrenching the blade from its armoured grasp. Your hunch is correct. You have chosen to attack the leader. When you hold the sword, you feel that there seems to be a mind inside it, prompting you to issue orders to the Jade Warriors. 'Obey Me!' You cry out.

To your relief and amazement they line up before you and stand to attention. The warrior from whom you robbed the sword picks up another from behind an awning. The warriors are ready to do your bidding. They whirr and click as they follow you dutifully to the edge of the precincts of the burial chambers, and there they grind to a halt. There is nothing you can do to move them further. However, you may still take the sword.

Add the Jade Warrior's sword to your possessions.

You then leave the burial chamber. Turn to [354](#)

196

You face the monstrous creature alone. The bane of your city and of your people. It struggles to free itself from the magical chains, eager to wreak havoc upon Godorno.

If you try to destroy Hate, turn to [561](#)

If you flee, turn to [476](#)

197

The man is strong and fierce. As he gets closer to you, he swings his sword at you which you parry, but the force of the blow knocks you sideways. Before you can recover, the man thrusts his sword at you and it catches you on the side.

Lose 3 life points.

He has left himself open, however. You thrust with your own sword and catch his arm. Yelping in pain and surprise, he drops his weapon. You level your blade at the man's throat. The other brigands laugh at him 'He's certainly shown you.'

They start to jeer and cheer. You have proved yourself. Turn to [405](#)

198

You grab one of fisherman's ropes coiled nearby and form a lasso. You toss the lasso, hoping to catch Tormil and pull him free. Your ploy works. The lasso catches Tormil's leg and with the help of some bystanders you are able to drag him free.

'Why do we help him?' asks one of the men as he releases the rope. 'The Overlord's men treat us like cattle!'

'True, he has earned our hatred,' you say 'but now, see, he deserves our pity.'

Tormil weeps over his daughter, past saving in the body of the monster before fleeing the scene.

If you have the codeword Venefix, delete it. If you don't have the codeword Venefix, gain the codeword Satori.

Now what will you do?

If you decide to attack this mass of Hate, turn to [542](#)

If you flee, turn to [275](#)

199

'I'm not here to harm you.' You say. 'I'm just looking for some maps.'

'Take what you want.' Says the girl 'Just leave me alone.'

'Do you have anywhere to go?'

'No. Everywhere is too dangerous. Please, just go.'

If you leave the girl, find the maps and leave, turn to [205](#)

If you decide that you want to help get her to safety, turn to [271](#)

200

Add the codeword Levad to your adventure sheet.

Ahab is not going to welcome you again. You think of all the time you spent together and how he threw that away because of your unwillingness to follow his orders and demonstrate absolute obedience. He was always a little rigid in his opinions, but the power he has now coupled with an enemy to focus his enmity on has turned him into a zealot. How many people will he send to their deaths for his beliefs? Maybe you are better away from him than near him.

You are going to have to survive alone. After a few hours of carefully searching the city, avoiding patrols, rabid hate-filled people and Sycaari, you eventually find a hovel on Bumble Row to claim as your own.

Exhausted, you throw yourself onto a pallet and fall into a fitful sleep.

When you awake the next morning, you think about whether you have any allies left in the city. There may be some Judain who are still able to survive here whilst not being part of the Sycaari. You think of the mentors that Caiaphas set you up with when he noticed your potential. These great Judain recognised your talents and honed them. They might still be in the city. On the other hand, you might need more people if Hate is getting so powerful. It might be worth using a gondola to scour the city to find other lonely Judain to recruit to your cause of stopping Hate.

If you decide to seek out one of your mentors, turn to [371](#)

If you want to scour the city by barge, turn to [564](#)

201

Without thinking, you run to the bar, leap over it and rush out of the back door. You emerge in a narrow alleyway. Hearing the shouts of the guards behind you, you quickly run down the alley. Over the next half an hour, you use your knowledge of the back streets of Godorno to lose your pursuers. Eventually, satisfied that you have lost them, you stop your frantic running and catch your breath by a pile of rotting meat and other rubbish. As you do so, you realise that although you may have avoided this brush with death, there will be another one soon. You have to leave the city.

If you decide to leave via the main gate and go to the trade route, turn to [344](#)

If you decide to stow away in a barge, turn to [522](#)

If you risk staying in the city and visiting one of your friends first, turn to [467](#)

202

The clothes of the powerful are always useful as disguises, so the soldiers' uniforms are too good to pass up. Before you leave for the hideout, you strip the black armour from the bodies and carry them with you.

'What are you doing?' Asks Talmai.

'I expect your group get a lot of trouble when they travel around the city. These uniforms will help you go unhindered.'

Talmi smiles at your quick thinking and helps you with the uniforms before she bids you to follow her.

If you follow her, turn to [395](#)

If you instead don a uniform and head for the gates, turn to [113](#)

203

Add the codeword Chronos to your notes.

'I see you still have some fight in you. Well, here's your mission. We have a silversmith here, Elon, who recently lost his business to a competitor, a non Judain. We need you to take the competitor out of the picture, so Elon can practise his craft.'

Ahab gives you a knife the signature weapon of the Sycaari.

Add the knife to your list of items.

He then leads you out of the cellar and through the garbage choked streets of the city. You eventually come to what used to be a market square, but it is just now a place filled with junk and rotting food where ragged people are fighting over what few things of value they can find.

Ahab points out a building with a worn sign outside. This is the silversmith's shop. 'There he is.' Says Ahab as a man walks out of the shop. He is middle aged, balding and looks preoccupied with something. You know this man this is Acennan, a friend of Caiaphas's. Though not Judain himself, he is one of the most kindly men you have met. He would never do anything to drive anyone out of business and you guess that Elon lost his business for other reasons rather than anything Acennan did.

'Go on kill him!' Urges Ahab.

If you run up to him and stab him, turn to [219](#)

If you don't want to stab him, turn to [455](#)

204

Cautiously, you poke the first stair in the flight. A blast of flame shoots out of the stair at your face. Fortunately, you are prepared for a trap, but the heat still catches you.

Lose 3 Life Points.

Your stick has been burnt to a crisp. You find a pebble and, from a greater distance, throw it at the second step. A bolt of fire shoots out of that towards you, but you are easily able to dodge it. You do the same for the third step. Nothing. Working on a hunch, you throw a pebble on the sixth step and nothing happens. So it turns out that every third step is safe. With this knowledge, you head up the flight of stairs treading on every third step. Eventually, you come to a wooden door at the top of the flight.

Holding your breath, you push the door open. Turn to [300](#)

205

You find the maps under a pile of wood on the floor and leave the girl to hide in the house. What will you do now?

If you decide to take the maps to Ahab, turn to [19](#)

If you decide that you want no part with the Sycaari, turn to [121](#)

206

The look of the slime disgusts you. You climb out of the cellar and go to a barrel of rainwater in the street where you submerge your arm. It looks and feels fine. You think about what has befallen the city persecution, plague and now this slime. You decide that you cannot survive alone and decide to contact with some friends in the city. You could look for your friend Ahab, member of the Sycaari or you visit Ruth, Caiaphas's widow, in order to offer your condolences and any help that she might want. She is with Caiaphas's child and this time must be very hard for her.

If you visit Ahab, turn to [420](#)

If you visit Ruth, turn to [246](#)

207

Your search reveals a knife and a jar of healing salve lying on the floor. You may take either of these. The healing salve restores 1 Life Point if used.

Then, your keen rogue's senses notice something on the floor. One of the floorboards seems to have a larger crack in it. You pull it up to find Yadid's magical treasures a magic amulet and a healing potion that restores 5 Life Points.

You may add any of these items to your adventure sheet.

You thank your friend and offer up a quick prayer for him, wherever he may be.

When you have finished here, you leave. Turn to [79](#)

208

The Thunderflash spell seems like the right choice for these circumstances. The bang makes the walls of the prison reverberate with echoes. There is a flare of spurting red fire which sears and burns the cloying softness of the monster, which convulses and expels some of the guards. The purple flesh is cauterized and it recedes, allowing a few more of the guards to break free as the coil twitches and recoils. Those still caught implore their comrades to stay and free them but not one of those you have freed waits to help a friend.

They bolt for it, but then they are either terrified or in shock. Turn to [157](#)

209

As you square up to the cunning thief, he sends his throwing knife spinning end over end through the air towards your heart. Absolute quiet descends on the tavernas your life hangs in the balance.

If you have Agility, turn to [221](#)

If not, turn to [230](#)

210

You have learnt how to hide in the shadows from a very young age. Despite having no cover but the dark, you sneak across the docks, unseen by the guard. You wait nearby for him to turn his back to you. When he does, you strike him round the back of the head, knocking him out.

While he is unconscious, you finish your delivery 270

211

You let go of your weapon and watch it descend into the sewers within the blob of Hate. At least you still have your life.

You are safe. For now. Turn to [165](#)

212

Hate sends another barrage of Baneful magic against you, but you walk forward without fear. The monster looms ahead of you like a great crag. You begin to recite to yourself 'Yea, though I walk in the valley of the shadow of death, I will fear no evil...'

A tentacle lashes out, only to recoil. Hate gives a cry of pain. You advance until you are right in front of the monster. Its maw gapes like a great cavern from which the fetid gusts of its breath waft dreadfully.

If you step into Hate's maw, turn to [528](#)

If you flee, turn to [476](#)

213

Your mind starts to race. The man's questions go a little beyond simple conversation. He seems to be looking for something. He wants to know where in Godorno you grew up, who you mixed with and what your profession is. Then you realise what he is doing. He is trying to find out if you are Judain. You tell him that your father was a tanner and you grew up poor because he was always in debt to a Judain who demanded more and more interest. He could never pay off the loan, so you had to work as soon as you were able.

The man is suspicious of your story, but he does not want to risk the trouble of killing a non-Judain, so he eventually bids you goodnight. Turn to [64](#)

214

Before you leave, you think to relieve Skakshi of any weapons lest he attempt to double-cross you. Although he protests he has no more, a quick frisk of his clothing reveals a hidden throwing knife. You look grimly at him, but he gives a weak smile, and says 'I like to keep something up my sleeve for contingencies you'd do the same.'

If you wish to keep it, add the knife to your items.

Turn to [9](#)

215

'Help, help! Sycaari! Help!' You shout from around the corner. You hear the guards stop tormenting the man and run with heavy footfalls. As they round the corner, you point down the street 'That way quick! They said they were after the Overlord!'

Without hesitation, the guards run on. You approach the Judain and help him up. Turn to [417](#)

216

Alas as soon as it touches you, the creature lets you go with an unearthly squeal. It withdraws its tentacles and retreats back into the sewers.

You are safe. For now. Turn to [165](#)

217

You thrust your torch at the soft cloying flesh of Hate, but it will not kindle. Hate is not flammable. As you try to do this, more tentacles wrap around your arms, legs, neck and torso and squeeze. The pain is unbearable and you drop your torch.

Desperately, you struggle to free yourself of their grip. Turn to [37](#)

218

As you pull out the jewel, it sparkles in the rays of the sun and then kindles into a blinding aura. There is a flaring sound and a beam of ruby light strikes Hate between the eyes like a mace blow. The monster squirms and writhes, but you can tell that its strength is failing. However, as a last ditch attempt, it lashes at you with its tentacles before trying to raise itself up to crush you. Before it does, however, the light fades from its eyes and it crashes to the ground.

Lose 5 Life Points.

If you survive, turn to [51](#)

If you don't, turn to [120](#)

219

You run across the square, grab Acennan and sink your knife into his neck. You are looking straight at his face as you do this it registers no anger or malice, but simply confusion and sadness. As you remove the knife, blood spurts out of the wound and gushes all over you. You feel sick. You look around to see the ruffians have taken no notice of you. You see Ahab emerge from Acennan's shop. Whilst you were stabbing him, he was raiding it. He is carrying a rattling box and some silver items.

'Quick! Let's go.'

You both run back to the cellar in Medallion Street where Ahab enthusiastically tells the others about your kill. You are given food, water and a share of the loot, but there is still a feeling of sickness in the pit of your stomach that you can't shake.

Gain 100 gleenars. Add the codewords Shank and Venefix to your adventure sheet.

You leave the cellar in Medallion Street and decide to leave the city now, if for no other reason to flee the consequences of your deed. Turn to [42](#)

220

You decide to return to Ahab and give him your offering. He will be able to use it to step up the resistance effort and save the Judain. You also think that you might be able to win some favour with him and curb his more bloodthirsty tendencies.

As you walk through the streets, you see a man desperately begging the Overlord's guards to help him.

'I told you, I saw a huge purple blob writhing with tentacles. It was catching people and sucking them in it. Hate has returned! You have to believe me!'

The guards just laugh.

'Be off with you before we take you to Grond. We've got a quota to fill tonight.'

The man runs off screaming 'We're doomed! Hate is coming!'

You continue on your way.

You are almost back at the hideout, when you see something from your darkest nightmares. Turn to [273](#).

221

You duck and the blade buries itself in the wooden panel behind you, making a sound like a woodpecker as it vibrates there. You follow up quickly, as Skakshi begins to pull a knife from his other boot. You are too quick for him and wrestle him to the ground before he can pull the knife.

'I will do what you want, Judain sc-' He chokes back the insult 'what do you want of me?'

'Take me to Melmelo's hideout; take me to the guildmaster of thieves. I have a proposition to put to him, for his ears only.'

'I can do that easily enough. Follow me.' Turn to [214](#)

222

'You want this?' you cry 'Then catch!'

So saying, you throw the treasure-box. It catches one of the guards with a resounding crack and he reels back onto the landing, clutching his nose, as the others close in. You dart back, seize the edge of the carpet on which they're standing, and give it a sharp tug. The breath comes out of their lungs in sharp surprised grunts as they lose their footing and tumble over backwards. Using their stomachs as a spring-board, you bound over to the doorway and snatch up the box. The other guard has started to recover his wits. Despite the blood streaming from his nose, he advances along the landing towards you with an angry snarl.

You see no gain in fighting him. A few swift steps carry you to the window at the end of the landing, where you execute an agile dive, twisting in midair to land softly in a cart which you noticed earlier. The guards crowd to the window. 'Come back here, you cur!' growls one with a bloody nose.

'Sirrah,' you reply with a courtly bow, 'I regret I must decline your gracious request. Adieu!'

And with that you dart off down the street, sniggering at the angry shouts which soon recede into the distance far behind you. Turn to [384](#)

223

You have obtained the Jewel of Sunset Fire from the Tower of the Sentinel, a feat which many famous thieves have never achieved. You glow with pride before thinking of your next move.

If you have the codeword Blade or Thrust on your adventure sheet, turn to [355](#)

If you have neither codeword, turn to [368](#)

224

The guards here on the city gate look bored. You find a piece of straw in the road and walk up chewing this like a milch cow. In your best country yokel accent you ask them if you can try your hand at their job to see if you would like to join the city guard. They are taken in by your country bumpkin act and one of them is only too glad to give up his place on the gate to you so that he can begin the evening's drinking early.

You stay with the guards at the gate and learn much of what has passed since you fled the city. The Judain are hanging dead in iron cages by the hundred. A few managed to flee the city but most have gone to ground in what the guards call 'their lairs and slum pits'. Things have been very bad for your people. The Overlord is trying to wipe the Judain from the face of the earth with a large measure of success, by the sound of it. After three hours on the gate you manage to slink unseen into the city while others are in the gatehouse, brewing a pot of tea.

Now it is time to save your people. Turn to [232](#)

225

You have known Ahab since you were both children. He was always an angry child who raged at the minor indiscretions of others. Perhaps it was because he lost his parents at a young age that he perceived every slight as a threat to his survival. Maybe this is why he was so eager to join the Sycaari and fight back against the oppression of the Overlord. Caiaphas reached out to him in his youth the same way he reached out to you, but Ahab spurned him, calling the rabbi out for being too weak. They never spoke after that. You head to Medallion Street where the Sycaari have made a hideout in the damp cellar of an abandoned house. You make sure that no one is around as you enter the house and knock on the cellar door. It opens a crack and then opens more as a Judain waves you in. The cellar has about a dozen Sycaari in it. Some are sharpening their knives, some are discussing plans and some are resting. You find Ahab sitting in a corner. As you approach him, he coughs uncontrollably.

'The damp must be getting to me.' He growls 'But I can still use a knife, so I will keep going.'

You tell Ahab that you are quitting the city and that you wanted to bid him farewell.

'So you aren't going to join us? I can't say I'm surprised. You were always fond of that spineless rabbi, Caiaphas. He tells us that we're doing more harm to the Judain, but how can that be if there are fewer guards patrolling the street and throwing us into Grond?'

You try not to get into this as you know it will just lead to an endless polemic. Instead you ask Ahab if there's any help he can give you to escape.

'I'm not going to give anything to you for free. You want to escape? Prove your worth and come with me.'

If you agree to Ahab's plan, turn to [203](#)

If you don't want to go along with it, turn to [555](#)

226

It looks like there is no back exit from this building, but you recall seeing a trap door in the alley running behind it. Dragging the frightened Ruth behind you, you descend to the cellar. Sure enough, there is a ramp for delivery of wine barrels. You make your escape, emerging in the alley at the back of the house while the soldiers are bursting in the front way.

Ruth cannot thank you enough. 'My baby will be born, thanks to you,' she sobs as you lead her back to her house.

Turn to [411](#)

227

You look through the abandoned ship and find a sword. You also find a very special item in a wooden box. You find a pomegranate shaped out of ivory and covered in Judain runes. This is one of the most holy Judain artefacts. The ivory pomegranate will protect you from the touch of Hate. It can also be used once to restore all lost Life Points. This does not destroy the pomegranate.

You decide to return to safety. Turn to [16](#)

228

You are unable to convince anyone to take you to Giant's Tooth Island, so you will have to try something else.

If you decide to visit Caiaphas, the rabbi and your mentor, turn to [545](#)

If you want to visit Marmeluke, turn to [382](#)

If you want to see Lucie, turn to [390](#)

If you seek out your childhood friend, Ahab, turn to [225](#)

If you decide to leave the city, turn to [239](#)

229

You are taking a terrible risk, stealing into the Overlord's palace. It is a dark night and you fight to control the blackness of heart which impels you to take revenge on the cruel tyrannical Overlord.

Emerging out of the cellars beneath the palace stables you make your way in by the postern gate and steal along strangely deserted corridors towards where you guess the Overlord's suite must be.

There are few guards here, though you can hear the sounds of a drunken brawl in the guardhouse itself. How can the Overlord's security be so lax? Is he losing his grip?

After only five minutes inside the palace you are outside the Overlord's bedchamber.

Holding your breath you push open the door and step through. Turn to [431](#)

230

You try to duck, but the knife lodges itself into your chest, sending you sprawling backwards onto the floor of the tavern. Fortunately, it avoided your heart, but the pain is still excruciating.

Lose 4 Life Points.

If you survive, the thieves grab you and drag you out of the tavern into the filthy streets. Once you can muster the strength to stand again, you get up and limp back to your hideout. Turn to [179](#)

231

As you pull out the jewel, it sparkles in the rays of the sun and then kindles into a blinding aura. There is a flaring sound and a beam of ruby light strikes Hate between the eyes like a mace blow. The monster squirms and writhes, desperate to free itself from the magical chains that have bitten deep into its soft purple flesh, but it cannot yet break free. With a last great spasm it starts to rip the chains away from their anchorage in the ground whilst lashing out at you with its tentacles. You try your best to avoid them whilst pointing the jewel at Hate, but you cannot avoid them all.

Lose 5 Life Points.

If you have the codeword Hecatomb, turn to [182](#)

If you don't, turn to [265](#)

232

At last you face the noisome streets of the city once more. The facades of the palaces seem even more chipped and sullied than they were before you left. Several rows of grand villas along the river-front and up the Grand Canal seem to have subsided several feet towards the waterline. Where once the roofline was an uninterrupted plane from one of the canal to the other, now it is a crooked saw-toothed succession of pinnacles and collapsed roofs. Something has shaken the city to its foundations while you have been away.

The road up to Greenbark Plaza has been renamed the Avenue of Skulls. At regular intervals posts have been erected from which iron cages swing. Inside the cages are executed Judain. Hundreds have been slain. The smell of rank corruption has drawn clouds of flies.

The streets have not been swept for what must have been weeks. Refuse is piling up in drifts in the wind. There is a blank look of despair on the faces of the people you pass. Some people have purple scabs on their faces of skin with a purplish hue. They must be the plague victims that you have heard of.

First thing you need to do is find a safe place to hide. In the ruins of one house, you find a cellar. However, this cellar has a hole in the ceiling from which you can be spied from the street. You could also return to your old hovel and stay there. Dusk is setting in and you must find a place to hide before the curfew.

If you sleep in the cellar, turn to [463](#)

If you return to your hovel, turn to [183](#)

233

You sit down at the table. The thieves start getting angry. Then, quick as a flash, you raise a knife to the neck of the nearest thief 'Where did you get that from?' He asks.

'From you.' You reply. You had quickly filched it as you sat down.

The one with the knife to his neck is more co-operative now.

'OK, you are worthy to join our guild. We'll tell you where Melmelo lives. He lives in a villa in the Foreigners' Quarter. It has an ornamental steam bath in the garden.'

Add the codeword Larceny to your notes.

Add the knife to your items.

If you order a drink from the bar, turn to [306](#)

If you join Lucie and the tall stranger, turn to [132](#)

234

Your sword has the advantage of reach over your opponent, so you keep your distance and use looping cutting blows against him. Skakshi cannot get past your guard as your blade cuts through the air. He is becoming increasingly desperate.

'Impossible...' he gasps, face twisted into a look of fury. 'You must be cheating using some Judain sorcery to aid you!'

You are about to step up the tempo of your attack when he throws down the club and tries to make a run for the door.

Will you cut him down (turn to [359](#))?

Or let him escape (turn to [181](#))?

235

Before you get to the door, it flies open. Before you stands a man wearing the black leather armour of one of the Overlord's guards. You look upon his face and see it covered in purple pustules. This man is not well, but that is not the worst thing about him. You look into his green eyes and see that they are completely devoid of humanity. All they contain is hatred. Screaming, the man throws himself at you, knocks you to the ground before pummelling you, kicking you and biting you rabidly.

Lose 4 Life Points. If you have the Unarmed Combat skill, lose 3 Life Point. If you have the Swordplay skill and a sword, lose 2 Life Points.

If you survive, you inspect the body. The man's skin is pale and covered in purple pustules. You try to avoid them as you start to saw through his neck. This must be the effects of the plague. You pray that you will never catch it. After cutting off the man's head, you quickly inspect his house, but find nothing of value. All the furniture has been smashed up and a terrible smell pervades the place. You go to a room at the back to find three rotting corpses one adult sized, one a lot smaller and one of a dog. It looks like the man killed his family in his plague induced rage. You leave the place and try to put this sight out of your mind.

If you return to Ahab with the head, turn to [400](#)

If you decide that you need to save the Judain by doing something other than killing the Overlord's men, turn to [121](#)

236

Before you take another step, you notice something strange about this house. The door is closed. The other ruins have doors that are hanging off their hinges or gone, but this one has a closed door.

As if to confirm your suspicious, the door flies open. Standing in the door frame is a skinny, ragged man. He has wild hair and purple pustules on his face. His green eyes are wild and show nothing but rage and hate. Upon seeing you, he charges at you, his fists raised, ready to beat you to a pulp. You are thankful that the rats appeared when they did. If you hadn't stopped, he may have been able to strike you before you could defend yourself.

Lose 3 Life Points. If you have the Unarmed Combat skill, lose 2 Life Points. If you have the Swordplay skill and a sword, you lose 1 Life Point.

If you survive, you inspect the body. The man's skin is covered in purple pustules. This must be a victim of the plague you heard of. If so, you offer a quick prayer that you never go that way. The man had been reduced to little more than a rabid animal, driven only by a need to kill. His death was a mercy.

You do not want to touch this man's flesh, so you kick his body back into the ruined house and down into a cellar. His body disappears into the darkness and you hear a thump as it hits the ground. No one will be finding him for a while.

You go to another house and hide in its cellar so that you can get some sleep. Turn to [534](#)

237

You return to the woman's hut with the herb. She welcomes you with a smile and presents you with two gifts as a reward.

You may add a jar of healing salve to your items. You may use it once to gain 1 Life Point. You may also add a magic amulet to your items.

After a hearty meal, you continue on your way. Turn to [501](#)

238

You decide that it is too late for everyone. Turning your back, you leave the plaza and head towards the gates. People are wandering around in disarray and the Overlord's soldiers have all abandoned their posts. You walk through the gates unhindered to start a new life. A few weeks later, you hear of the destruction of your city from a traveller in a tavern, but you shrug your shoulders and tell yourself that it was inevitable. You then try to put the loss of your home out of your mind and build your new life.

239

This city is far too dangerous to stay in any longer. Survival is the only thing you should think about. However, you are near the shop of your friend Tarkamandir. Tarkamandir is a sage who is able to get hold of many useful items. You have known him for a long time and he has always made sure that you have access to his finest goods. You could stay a little longer and visit him, or you could try to escape straight away.

If you have decided that it is too dangerous to tarry any longer, you can leave via the main gate (Turn to [344](#))

Or you can leave by stowing away on a barge (turn to [522](#))?

If you want to stay a little longer and visit Tarkamandir, sage and merchant, turn to [453](#)

240

As you are bathed in the green light, you feel something writhe around inside you, painfully probing for the hatefulness in your body. You feel things grow inside you as it finds every time you have felt hate, every time you have felt envy and every time you wished someone dead. You writhe in pain.

Lose 3 Life Points.

You join the charge on Hate. Turn to [2](#)

241

The penalty for fighting the Overlord's guards is to be hung in chains until the wind dries you out like a raisin. That's if you get caught, of course. But either way whether you are killed in this struggle, or arrested and taken to Grond it means you are now in a fight to the death.

It is a grim battle, fought almost in silence. The only sounds are frantic pants of breath and the scuff of quick footfalls as you manoeuvre back and forth across the room. At least you have one thing in your favour: although outnumbered, you are able to get your back to a corner, making it difficult for the soldiers to press their advantage.

If you have Swordplay and a sword, lose 1 Life Point. If you have Unarmed Combat, lose 3 life points. If you have no combat skills, lose 5 life points.

If you survive, you gain victory, you step over the soldiers' bodies and snatch up the treasure chest, then hurry off into the night. Turn to [384](#)

242

You run down a side street, taking every first turn. The mob behind you is beginning to tire, but you still hear some shouts from behind you. Eventually, your luck runs out and you come to a dead end. You turn around to see that the youth and another ragged looking man have managed to keep up with you. The youth draws his knife again and they advance on you. You are outnumbered, but your opponents are unskilled and one is unarmed.

If you have the Throwing skill and a knife, turn to [488](#)

If you don't you will have to fight them hand to hand 50

243

Your superior training allows you to keep up your pace across this rough terrain whilst you notice the horses slow down. Eventually, you see them turn around and head back in search of easier pickings.

You continue your journey to the Great Forest. Turn to [501](#)

244

Once you are out of sight of the guards, the dozen Judain relax in the cart. You travel up the trade road until you come to an inn. You all enter it and agree to swap your donkey and cart for a place to stay and some food for a few days.

Gain 2 Life Points.

Whilst you are in the inn, you share what little of your possessions you have next.

You may add a knife and a set of trail rations to your items.

When you are fed and rested, you leave the inn and head north to safety. Turn to [385](#)

245

You spend some time shifting bits of wood and digging through piles of junk, but nothing useful catches your eye.

Eventually, you give up and continue along the road. Turn to [406](#)

246

You set off in the direction of Ruth's house. You are on your way there when there is a commotion ahead of you. Seeing a group of city guards approaching, you duck into the ruin of an abandoned building. To your dismay, they stop in the street outside and you hear one of them say 'A Judain went in here, I think. Fetch the dogs they'll soon sniff the wretch out!'

There is a frightened whimper in the darkness behind you. You whirl to see Caiaphas's widow, Ruth. She is hidden, trembling, behind a pillar at the back of the hall. You know that the guards will not return to their barracks until they have caught their quota of Judain.

If you have Roguery and want to use it, turn to [166](#)

If you have Charms and an amulet and wish to use that, turn to [526](#)

If you have Streetwise and decide to make use of it here, turn to [226](#)

If you have none of those skills, or if you do not wish to use them, you can either dash out into the street and fight the guards to buy Ruth time to escape (turn to [447](#))

or push her out into the street to save yourself surely they will not harm a pregnant woman (turn to [257](#))

247

You whip out your knife and fling it at the soldier. It strikes him in the head and he collapses to the floor, dead.

If you survive, you see more soldiers. They draw their swords and approach you. You snatch up your knife a book that the one you killed was carrying and sprint for the exit.

Outside the library, soldiers are piling books high and setting fire to them whilst laughing. You rush past them, wondering if the Overlord has gone mad.

You flee this place before you become a victim of this madness. Once you are a safe distance from the library, you look at the book you snatched up. It is entitled 'Maps of Godorno Through the Ages'.

You flick through the pages of the book, looking at maps of Godorno going back to the Megiddo dynasty. They are interesting, but you don't find them terribly useful. However, towards the back of the book are maps of the tunnels underground Godorno, including the locations of the ancient tombs filled with treasures.

If you would like to keep this book of maps, add it to your possessions.

You head back to your hideout. Turn to [474](#)

248

On one shelf, you find a battered bronze helmet. When you look at it, something stirs in your memory. As you pick it up, a word leaps into your head. Sparta. This is a helmet from Sparta, an ancient civilisation of fierce warriors. You remember a tale that some Spartan helmets, if worn by particularly heroic warriors for a long time can sometimes pick up a little of the aura of the warrior and bestow it upon another wearer. There is legend that a simple shepherd once single handedly fought off a dozen brigands through the power of such a helmet. The shopkeeper sees your interest in the helmet 'You can have that.' He says 'I've had it for months and no one wants to buy it. It's not steel, so warriors won't want it, and it's too ugly and battered for ceremonial purposes.'

You pretend to reluctantly take the helmet off the shopkeeper's hands.

Add the bronze helmet to your items. You may use the helmet once to give yourself one skill from Swordplay, Unarmed Combat or Throwing. Remember that to use Swordplay or Throwing, you also need the required item. Once you have used it, you must cross it off your equipment list.

You then look at the other goods that the shopkeeper has. Turn to [301](#)

249

Your confident look unnerves him. He expected fear or anger but you treat him as if he were a harmless stranger asking the way. You guess from the red dye that stains his wrists that he is a tanner's son. Judging by the state of his clothing, his father is poor, probably in debt to a Judain, else why would the youth show such malice towards you? You decide to bluff him.

'Be careful, friend,' you say 'you know what happens if we Judain withdraw your loan debtors' prison or debt slavery if you can't pay up. You have a strong resemblance to one of my clients, a tanner down on his luck. Your father perhaps?'

You are lucky, your hunch was right. His father must be in debt. The youth won't risk harming you in case of losing the roof over his head.

He slinks away. Turn to [375](#)

250

You have no way to fight Hate, so you decide that all is lost. You can let the Sycaari and the Overlord's men slaughter each other in the streets. Hate is going to level the city any day now. Staying will do nothing other than add your body to the ruins of Godorno.

You head for the city gates. Turn to [61](#)

251

You have succeeded at your mission, but the diamond itself is not going to help the Sycaari. You need to sell it, but who will you find at this hour, with one of the hottest items in the city?

If you have Streetwise, turn to [106](#)

If you don't have Streetwise, turn to [155](#)

252

You have survived the Tower of the Sentinel, but you have not obtained the Jewel of Sunset Fire. You think about what you are going to do next.

If you have the codeword Thrust on your notes, turn to [59](#)

If you have the codeword Blade on your adventure sheet, turn to [48](#)

If you have neither codeword on your adventure sheet, turn to [368](#)

253

The Judain swings his bar at you. You try to dodge out of the way, but it catches you on the head. Undaunted, you try to grab the bar and wrench it from the man's hand, but he pulls you towards him, ready to kick you. You let go of the bar and try to pummel the large man who punches you in the stomach. You collapse to the floor.

Whilst the rest of the Judain have been engrossed in this fight, the guards have slipped away. By the time anyone notices, it is too late to track them down. The man gives you a swift kick while you are down before leaving the prison.

Lose 3 Life Points.

Despite taking a hefty beating, you have prevented your people from committing a barbaric act.

If you have the codeword Venefix, delete it. If you don't, gain the codeword Satori.

You decide to return to the Sycaari. Turn to [351](#)

254

What will this achieve other than pointless slaughter for both sides? You slip away from the Sycaari who are all too focused on waiting for the Overlord's men to notice or too exhausted to care and prepare to face the true foe of the Judain and indeed all of Godorno Hate.

If you have the codeword Blade on your adventure sheet, turn to [128](#)

If you don't have the codeword Blade, turn to [250](#)

255

The tentacle's grip is strong, but you are nimble and manage to unwind yourself from its embrace. When you do, you roll forward and leap clear of any more tentacles. The monster retreats back into the sewers.

You are safe. For now. Turn to [165](#)

256

You run up to the guards. They hear you and turn to face you instead of kicking the Judain in the street and draw swords. You're going to have a tough fight on your hands.

Lose 5 Life Points. If you have the Unarmed Combat skill, lose 3 Life Points. If you have the Swordplay skill and a sword, lose 2 Life Points.

If you survive, you may take a sword from one of the guards before you help up the man. Turn to [417](#)

257

You grab Ruth and shove her roughly out into the street. The guards laugh as they take her. 'Tryin' to make a run for it, were you darlin'?' sneers on as he manhandles her.

She screams out that she is pregnant, but they only sneer, 'Two for the price of one.' They drag her away and her distraught screaming is a torment you will never forget. It will trouble your conscience and wake you from your dreams until the day you die.

If you have the codeword Satori, delete it. If you do not, gain the codeword Venefix.

You find somewhere to hide out. Turn to [302](#)

258

Touching your wand, you speak a cantrip which confuses the guards' minds so that they see you as a long-lost friend. They slap you on the back, offer you beer and wish you well in the city. You stride through the gates into the filthy streets of Godorno.

Now you need to save your people. Turn to [232](#)

259

You approach the guards.

'Look, a Judain! That's 10 gleenars for us today!' Shouts one of the guards. The other three laugh and draw their swords.

You pull out your pouch.

'Look, 10 gleenars between the four of you is nothing. Here's 15 gleenars each and a promise that you'll never see me again.'

The guards are more greedy than hateful. They take your pouch and wave you through the gate. Turn to [552](#)

260

The invisibility spell works and you quickly duck under the arboretum and back onto the street. Behind you, the soldiers are cursing and swearing at Lucie, but they cannot keep up with her either. She knows the dens and dives, the secret ways and ambushes of the city even better than you. You will have to keep an eye out for that little minx.

You head back to Bumble Row as quickly as you can. Turn to [351](#)

261

The ivory pomegranate is one of the most holy artefacts in the Judain religion. Hate will find its touch poison. If you can get the pomegranate inside Hate's mouth, it might be enough to finish the creature off.

If you have Throwing, turn to [8](#)

If you don't, turn to [27](#)

262

As you walk down the street, you see a pawnshop with several goods in the window. Curious, you decide to tarry a while and go inside.

You are greeted by a hunchback fellow with yellow teeth and one eye. 'You buying or selling?' He blurts out.

You have a look at his wares.

The man is selling the following things:

A silver mirror for 20 gleenars

A rope and grapple for 15 gleenars

A sword for 15 gleenars

A knife for 5 gleenars

The man will buy the following items:

An emerald amulet for 20 gleenars

An ivory pomegranate for 40 gleenars

A pair of gloves of prowess for 40 gleenars

A pair of elvin boots for 40 gleenars

An ancient brass helmet for 30 gleenars

A magic amulet for 5 gleenars

A wand for 10 gleenars

A sword for 5 gleenars

A pot of healing salve for 5 gleenars

When you have finished, you leave the shop and head to your hideout on Bumble Row. Turn to [273](#)

263

The tentacles grab you and start to wrap around your limbs, you pull away and struggle to get out of the grip of Hate. The blob lurches forward, eager to engulf you.

If you have the codeword Venefix on your adventure sheet, as the tentacles wrap around your limbs, you feel the strength drain from your body. Turn to [37](#)

If you don't have the codeword Venefix on your adventure sheet, turn to [156](#)

264

Your trained nimbleness allows you to easily outpace the guards in their heavy armour. You lope through the streets as their yells get fainter and fainter in the distance. Eventually, once you are certain that you have lost them, you double back on yourself to find the Judain that they were tormenting.

You find him in his house, packing his belongings. Turn to [417](#)

265

Hate squirms and writes, shaking the city like an earthquake. It struggles to free itself from the magical chains, but they hold it fast. However, it sends tentacles against you. You try to dodge them, but one lashes out and knocks the jewel from your hand. It flies away across the plaza. You start to run towards it, but then you hear a voice in your head. It is Lucie's.

'Please stop. You are hurting me!' You hear her melodious voice say. An image flashes in your mind. She is trapped in Hate, suffering because of the pain you brought upon the beast.

If you hesitate to get the jewel, turn to [441](#)

If you continue to try to destroy Hate, no matter what the cost, turn to [388](#)

266

Almost as soon as the tentacle touches you, it starts to unwind from your ankle. You breathe a sigh of relief as you see the blob retreat back into the sewers.

You are safe. For now. Turn to [165](#)

267

'Lucie haunts this place often. She's never alone. I see some of them again and again but she has a lot of friends, does little Lucie. She's an ornery girl, that one. Knows her own mind and no mistake. Forever taking up with the most disreputable mountebanks and desperadoes. Always twists 'em round her little finger, mind'

'And what about her friend?'

'That's Tyutchev, a foreigner. See how pale he is? Doesn't it make you feel ill just to look at him? He usually comes in with his doxy, Cassandra or is it he is her pretty boy? She's a terrible proud and beautiful woman, wearing gear like a Fury from the Abyss. At any rate, they had a terrible fight in here last week. I never saw a woman wield a sword with such skill and venom. It glowed cold blue, and where it struck the bar, I found crystals of ice.'

'Who won the fight?' You ask, incredulous.

'They were both bleeding badly. It was a terrible battle. But they went out together. I do declare I've never had the misfortune to serve two less pleasant and outright perilous characters.'

'What do they all want with Lucie?' you wonder aloud.

The landlord cracks a rancid toothed smile 'What does any man want with Lucie?'

If you have Roguery, turn to [324](#)

If you have Charms and an amulet, turn to [373](#)

If you have neither skill, turn to [116](#)

268

An idea forms in your head. The ivory pomegranate is one of the most holy Judain artefacts. Hate cannot abide its touch. If you manage to get it inside Hate, it may destroy the beast.

If you try this, turn to [148](#)

If you decide to fight on, turn to [18](#)

269

Your travel back to Godorno is fortunately without incident, but the land does not have enough food to sustain you with casual foraging.

Unless you have trail rations (which you must cross off your items) or the Wilderness Lore ability, lose 2 Life Points.

About a mile from the city, you come across a pile of wreckage on the side of the road. This must be the remains of a caravan that suffered an attack. The Overlord is definitely neglecting the security of his surrounding lands if such a large brigand attack was allowed to happen so close to the city. You decide that you don't have much to lose if you search the wreckage, so you do so with low expectations.

If you have the Folklore ability, turn to [337](#)

If you do not have the Folklore ability, turn to [245](#)

270

Ginath is overjoyed with his trade and offers to put you all up for the night. He also gives you and Marmeluke 150 gleenars each for your parts in the trade. In the morning, you bid your friends farewell. Ginath is planning on distributing the food amongst the Judain who are staying in the city.

You bid each other good luck before you decide to make your escape 42

271

You decide that she won't last long in Godorno. You search the house for anything useful and find several gleenars and the maps that Ahab wants. It takes a lot of persuasion, but eventually you get the girl to follow you to the gate.

The gates have been closed for curfew and the two black clad guards draw their swords on approaching you. However, upon seeing the girl, they lower their weapons.

'Aren't you Captain Krund's girl?'

She nods.

'Where's your mummy and daddy?'

The girl lowers her head. You speak up.

'They're dead. Killed each other.' The guards don't believe you.

'Is this right?'

The girl nods.

'Listen, she can't survive on her own. The captain would have wanted her to be safe. There's an inn run by a friendly family not far up the road. Everyone in Godorno knows that. Let her out so she can stay there until the city is safe again.'

The guards ponder your offer. Your altruistic proposition has raised their suspicions. It is not what they expected in this city of cut-throats. They are especially surprised that this idea has come from a Judain. Instead of trying to convince them more, you keep silent and let them think it through, knowing that saying too much could be your downfall.

'Don't stray from the road, little girl. Go until you find the inn. Give them all of your money. Wait until you hear stories that the city is safe again.'

You give the girl the money that you found in the house. She takes it and walks through the gate. You may never know whether she survives or not, but at least you have done the best for her that you could.

If you have the codeword Venefix on your adventure sheet, delete it. If you don't have the codeword Venefix on your adventure sheet, add the codeword Satori to your adventure sheet.

You quickly leave the gate guards before they decide that they want to kill you for entertainment or a few gleenars.

If you decide to return the maps to Ahab, turn to [19](#)

If you decide that you want nothing to do with the Sycaari and make your own way, turn to [121](#)

272

You are forced to confront Hate without a weapon or strategy. You have only your own qualities as a hero to help you in this battle.

If you have the codeword Satori, turn to [212](#)

If not, turn to [364](#)

273

Turning a corner, you come upon a most distressing sight. A virulent mass of purple slime presses up through a storm drain into the sewers of the city. Rubbery purple tentacles emerge from the blob, lashing out at and grabbing victims to bring them into its throbbing mass. People are still trying to get close to the blob to rescue their friends, but to no avail. On a pile of rubble, many figures are caught in sticky slime like flies on a piece of honey smeared paper. So the stories are true. Hate itself has been given physical form. It is consuming people and it will continue until the hateful have all been converted into a massive monster that will level the city.

You recognise one of the faces staring out mutely, barely submerged under a violet sheen of skin. It is Jena, the daughter of Tormil, who is the captain of the palace guard and who has sent many Judain to Grond and stolen their goods. Then you hear a roar of anger and despair. Tormil appears round the corner, waving his sword. He charges at the bloated purple blob to hack at it. Tentacles grab his arms and drag him closer to the blob. They squeeze his arms, making him drop his sword and then pull him closer to the purple mass, determined to make Tormil join the lost souls already in the blob.

Will you let him die, glad to see him meet his doom in Hate's coils (turn to [77](#))?

Or will you try to save him (turn to [198](#))?

274

However, you have failed to obtain a weapon with which to combat Hate. There is still the Jewel of Sunset Fire, surrounded by traps and monsters in the Tower of the Sentinel. You have heard many tales of talented thieves trying to steal the jewel and none returning alive. If you do not wish to steal the jewel, you cannot think of any other way to defeat Hate. You will have to flee the city before it is destroyed.

If you decide to brave the Tower of the Sentinel, turn to [387](#)

If you decide to flee the city, turn to [61](#)

275

You turn to flee, but the tentacles lash out at you and grab your ankle, causing you to trip and fall. You then feel yourself being pulled towards the blob. You don't have long to escape.

If you have the codeword Satori, turn to [266](#)

If you have the codeword Venefix, turn to [307](#)

If you have neither codeword, but you do have a sword and wish to slash at the tentacle (Swordplay is not needed here), turn to [397](#)

If none of these apply to you, turn to [333](#)

276

You silently draw a knife and wait for the most opportune moment. The guard starts to walk lazily up a jetty. When you see this, you run out of your hiding place and fling the knife at him. The blade strikes him in the back of the head and he falls into the water with a gentle splash. You hold your breath for a moment, but no one comes to investigate.

'I bet you couldn't do that again if you tried.' Quips Marmeluke as he heads towards the boat.

Delete the knife from your adventure sheet.

You finish your delivery. Turn to [270](#)

277

Almost as soon as it starts, the burning sensation stops. The green glow around you is replaced by a glow of white light. You feel warm and powerful. The glow will protect you from Hate's assault.

For the battle with Hate, as long as you have the ivory pomegranate, whenever you are told to lose Life Points, you may reduce that number by 2 and lose that many Life Points instead.

Also, if you have the codeword Satori, whenever you are told to lose Life Points, you may reduce that number by a further 1.

Hate has more physical weapons too. Turn to [470](#)

278

Something starts to vibrate in your pocket. You stop and pull out the pomegranate that is now glowing dimly and vibrating in your hand. Then there is a crash as the door before you flies open and a ragged man charges at you screaming. His green eyes are wild and show nothing but rage and hate. Just before he gets within striking distance, however, he drops to his knees, clutching his head. Working on a hunch, you thrust the ivory pomegranate in his face and he falls backwards to the ground, desperate to escape its influence. However, when he realises that he is cornered between the house and the magic of the pomegranate, he leaps up again, bearing his teeth at you. This possessed man is going to fight to the death to free himself.

Lose 2 Life Points. If you have the Unarmed Combat skill, lose 1 Life Point. If you have the Swordplay skill and a sword, you lose no Life Points.

If you survive, you notice that the pomegranate has stopped glowing and vibrating now and you return it to your pocket. You have the feeling that its magic made your struggle a lot easier. You inspect the body. The man's skin is covered in purple pustules. This must be a victim of the plague you heard of. If so, you offer a quick prayer that you never go that way. The man had been reduced to little more than a rabid animal, driven only by a need to kill. His death was a mercy.

You do not want to touch this man's flesh, so you kick his body back into the ruined house and down into a cellar. His body disappears into the darkness and you hear a thump as it hits the ground. No one will be finding him for a while.

You go to another house and hide in its cellar so that you can get some sleep. Turn to [534](#)

"My name is Talmai. I belong to a group of citizens who are trying to bring some goodness back to the city.' As the lepers eat, you talk with the other members of the group. You learn that they number about a hundred and they come from all parts of society. Since the persecution started, these people have risked their lives hiding people, smuggling them out of the city and preaching a message of peace and co-operation. When you ask them about Hate, Talmai tells you something fascinating 'A couple of weeks ago, we were smuggling a group of Judain out of the city through the sewers. On our way back, we encountered a massive purple blob with writhing tentacles. Inside the blob, I could see faces of different people, all full of torment. The blob lurched towards us and tried to grab us with its tentacles. I tried to run, but it caught my foot and tripped me up. I felt tentacles run up my legs, but almost as soon as they touched me, they pulled away. My friends ran to help me and the blob retreated from us. Since then, many of our number have had similar stories. People who seem overcome by this fever that sends them feral cannot touch them without shouting in pain. The tentacles of Hate also seem to recoil from our touch.'

This is a fascinating story indeed. It seems that Hate cannot absorb everyone it touches and the protection seems to be a pure heart.

'But why do you do it? How can followers of the Overlord work with Judain?' The scholar speaks up

'You are right that we all seem to have greatly different beliefs, but we all agree that we need a higher purpose. Something greater than us to live up to. It doesn't matter if that is a god or gods, an ideal or a place to live. What we all want to do is make ourselves and the world a better place. Those people who are doing the killing are blind to that. They have taken their doctrine and decided that all those who are different are wrong and all those who are wrong must be exterminated. This hell has been bought on by such attitudes.'

'Sounds like something my old rabbi would say.' You reply.

'You mean Caiaphas?' Askes Talmai. Stunned, you confirm that Caiaphas was your rabbi. It turns out that he helped Talmai in a similar way that he helped you. Talmai was a young Judain orphan who had been reduced to stealing to survive after her parents were killed in a quarrel with a debtor. Caiaphas took her in after she tried to burgle his house and failed. He noticed her talent, introduced her to mentors taught her everything she knew. After his mentorship, she built up a business which was destroyed by the Overlord's men. However, she had always kept Caiaphas's teachings close to her. You talk with Talmai for an hour about Caiaphas and how he had touched both of your lives. Eventually, you decide to head back to the safety of your hovel.

You thank Talmai and her friends for their help. When you ask them how the Overlord has not found them yet, the guard speaks up "I keep my men away from the areas we occupy, sending them of patrols to other areas of the city.'

It seems that these people will be safe. You hope to meet them again.

Add the codeword **Mazel** to your adventure sheet.

You bid them farewell and leave them. Turn to [339](#)

280

Add the codeword Levad to your adventure sheet.

You thought that the Sycaari would offer you protection, but they only seem intent on sending you to your death. Surviving alone seems to be the better option. First you look for a safe place to sleep. After carefully scouring the city, occasionally dodging patrols, rabid lost souls and Sycaari, you find a hovel on Bumble Row to hide in. You then formulate your plan to destroy Hate. Such a powerful creature can only be destroyed by ancient artefacts with equal power.

There are only two places in the city where such power might reside. The first is the Tower of the Sentinel. It is said that the sorceress Erika, who lives on Giant's Tooth Island, had the tower constructed to protect a powerful artefact called the Jewel of Sunset Fire. She didn't want any of the Wizards' Guild to get hold of. However, she created magical protections to prevent anyone stealing it. The second place is below the city where several ancient remains and tombs are. Thieves have braved these tombs and some have returned with riches, a few have returned with magical items, but most have not returned at all. Both courses are dangerous, but not taking either of them will guarantee Godorno's destruction.

If you decide to go to the Tower of the Sentinel to get the Jewel of Sunset Fire, turn to [387](#)

If you enter the sewers and seek out ancient magical artefacts, turn to [110](#)

281

Every third stair is safe. You know that. Not wanting to know what happens if you tread on the others, you leap up every third stair until you come to a wooden door.

Holding your breath, you push the door open. Turn to [300](#)

282

You turn into a street where you can hear the sound of revelry. There is a tavern here where people are shouting and singing. There do not seem to be any of the Overlord's men here, so you walk down the street. As you walk past, the tavern, however, someone shouts 'Judain!' You know what's coming next, so you run. As you do, you hear angry shouts and stones start whistling past your head. The revellers are too drunk to put up a long pursuit, but a few stones do hit you hard.

Lose 2 Life Points.

Eventually, you reach the ruins of the synagogue. Turn to [175](#)

283

You walk back to your hovel, thinking about where Hate is going to make its appearance. You scour the streets, but even after hours of searching you find no sign of any blobs of Hate. Curious. A few days ago, they were everywhere. This sudden disappearance does not fill you with relief, however, but a sense of foreboding. Eventually, exhausted, you decide to return to your hovel. As you do, you pass a town crier, surrounded by a ragged crowd.

'Hear this, hear this! Tomorrow, the Overlord will address the people as his victory in the war to purify Godorno comes ever closer. Very soon, he will remove all Judain from the city, except slaves. This is also true of practitioners of black magic, scholars of perverse lore, worshippers of forbidden gods, those who have spoken out against the Overlord and lazy workers. Tomorrow in Greenbark Plaza, we can all share the Overlord's victory.'

Your mind races. If the Overlord is the source of all the Hate in the city, Hate will probably make an appearance at his speech.

You return to your hovel and make your preparations. Turn to [178](#)

284

Erika stands up, walks to a shelf and pulls a book off it. It is quite a compact book, but bound in high quality leather.

'This is for you. It is a collection of myths and legends in Godorno. Since you are fighting an ancient evil with ancient artefacts, I thought this knowledge would be useful to you.'

Add the book of myths and legends to your adventure sheet. As long as you possess it, you may choose the options for Folklore.

'It has been a pleasure to meet one as eager as you, but there is work to be done. You must leave the city to ensure your survival, but be sure to return soon. However, now is the time for farewell.' Says Erika as she motions you to follow her. Turn to [444](#)

285

Add the codeword Chronos to your notes.

'That's good.' Says Caiaphas. He immediately sets about loading a cart with food, money, clothes and other items. He then dressed you up as a wealth member of Godorno society. Soon the twelve Judain, dressed in ragged clothing of slaves are on the back of a cart pulled by a donkey. Dressed the part, you head for the main gate. As you approach it, half a dozen guards leave a guard house and wave you down. Hopefully, you won't arrange suspicion.

If you have Spells and a wand, turn to [485](#)

If you have Charms and an amulet, turn to [352](#)

If you have Streetwise, turn to [448](#)

If you have Roguery, turn to [537](#)

Otherwise, you face the guards. Turn to [473](#)

286

There's a reason for the phrase "As thick as thieves." You haven't convinced them that you are one of them and so they won't share anything with you. What will you do next?

If you order a drink from the bar, turn to [306](#)

If you join Lucie and the tall stranger, turn to [132](#)

287

You find your way back to the trade road and begin your journey back to Godorno. After an hour of travelling, you come across a ragged lone traveller there. He is a skinny middle aged man with a scraggy beard and bags under his eyes.

'Are you heading to Godorno?' He asks. His intensity surprises you. You were expecting him to ask you for alms.

'I am friend. I am returning there to save the Judain, for I am one of them. How fare the Judain in Godorno?'

'I am Judain, and I have given up on the place. I advise that you do the same. It has become even worse than you could have imagined. A few weeks ago, Caiaphas the rabbi gave a sermon at the synagogue calling for an end to hostility between the Judain and the other folk. He said that the actions of the Sycaari would only create a cycle of hatred and violence which would bring everything to ruin. His sermon angered many the Sycaari and the non-Judain. No one knows how it started, but people began rioting and smashing up the synagogue. The Overlord's men did nothing to prevent this and actually joined in. By the next morning, the synagogue was in ruins and Caiaphas had been killed. After that, things got worse. All the Judain were reduced to hiding out in cellars and stealing to survive. As if that wasn't bad enough, a plague broke out. It isn't like any disease I've seen. It reduces people to violent maniacs who have no control. If that's not bad enough people are disappearing at night. It truly is the end times for Godorno.'

You listen to this story in shock. Caiaphas, the man who had been like a father to you, had been killed for preaching an end to violence. The synagogue had been destroyed. Things had gone too far.

'Thankyou, friend. I appreciate your warning, but I have to return. I cannot let this happen whilst I wander the countryside.'

'Rather you than me.'

If you have some trail rations or money that you wish to give to the man, turn to [76](#)

If you leave the man on the road, turn to [269](#)

288

You point your wand to the door and recite the words to a simple unlocking charm. Your wand glows as the door starts to creak open. The door gradually opens, but as it does, an ominous rumbling grows louder. Then, as the door opens completely, a bolt of blue lightning flies out from it and strikes your wand, blasting it from your hand. The shock runs up your arm.

Lose 1 Life Point.

When you recover, you find that your wand is in pieces. Cross the wand from your possessions.

Filled with apprehension, you step through the door. Turn to [102](#)

289

The four men are talking in hushed tones and looking worried. You hear the word 'Melmelo' spoken. Melmelo is the greatest thief in Godorno and head of the Thieves' Guild.

'What's this about Melmelo?' You butt in. The four men turn to face you at once and give you hard stares.

'He's thinking about leaving the city.' Says one of them.

'Why?'

'He thinks Godorno's too dangerous and not profitable enough. He might have one more go to raid the Tower of the Sentinel, but then he will leave. If Melmelo can't handle Godorno, then none of us can.' One of the other thieves pipes up.

'What business is it of yours anyway?' He growls.

You don't want to push this any further, so you think of something else to do.

If you have the Roguery skill, turn to [233](#)

If you have the streetwise skill, turn to [511](#)

If you have the Cunning skill, turn to [500](#)

If you want to bribe the men with 20 gleenars, turn to [62](#)

Otherwise, you don't want to push this any further, so you think of something else to do. [286](#)

290

You fight with all of your strength for your very soul. The tentacles lash at you and squeeze your arms and legs, but still you struggle on.

Lose 5 Life Points.

Eventually, the tentacles retreat. It is time for your assault. Turn to [559](#)

291

You run up to Acennon, knife in hand, but instead of stabbing him, you shove him into an alleyway, out of sight of Ahab.

'Listen. The Sycaari want you dead, but you've done nothing wrong against the Judain. Lie on the floor, and when this is over, escape the city with what valuables you have left. You will never be safe here.'

You grab a liver from a pile of rotting meat and slash it with your knife. You then tell Acennan to shove it under his jerkin and lie face down on the ground. You then get another piece of meat and put it down his back.

Ahab then enters the alley, carrying some silver objects and a box. He has been raiding the silversmith's shop. He sees him lying in a pile of blood.

'I stabbed him in the front and the back, just to make sure.' You say, waving the bloodied knife in Ahab's face.

You both run back to the cellar in Medallion Street where Ahab enthusiastically tells the others about your kill. You are given food, water and a share of the loot and you are also safe in the knowledge that you didn't have to perform any senseless murders today.

Gain 100 gleenars. Add the codeword Shank to your adventure sheet.

You decide that it's time to leave the city. Turn to [42](#)

292

After slinking through the city, you finally come to Mire Street, where you take a casual stroll down to inspect the Jeweller's premises. The house comprises an elegant shop with oak-framed bottle glass windows, above which lives the jeweller and his family. Seeing a patrol of the city militia up ahead, you dodge into cover down a side alley and wait for them to pass. You will return here later.

If you have Roguery and want to use it, turn to [10](#)

If you use Spells and a wand, turn to [151](#)

If you resort to Cunning, turn to [29](#)

If you have none of these skills, you can decide whether to proceed with the attempt (turn to [469](#))? or give up (turn to [52](#))?

293

Through years of practice, you have developed an uncanny ability for accuracy. You head to an alleyway and pick up a pebble out of sight of the guards. Then, when none of them are looking, you hurl it at them. You are flinging it from a long distance, but you manage to hit one of them square on the head. He starts up, a look of anger on his face. You then hear him shout as he and his companions get their weapons and run towards your location. However, you have picked the alley well as it encircles the house you have run behind. You run down the alleyway and double back on yourself. Whilst the guards are running around, searching, you make it through the gate and out of the city.

Whilst the guards are running around, searching, you make it through the gate and out of the city. Turn to [552](#)

294

'I must return.' You say to the man.

'Return? It's suicide!'

'My people are in danger. Caiaphas helped raise me. I must honour his memory by making sure his death was not in vain. If I were you, I would head north. The Overlord has mercenaries hunting Judain around here.'

The man thanks you. You leave the inn and head down to the jetty where the barges are. You quickly find a friendly crew who promise to hide you when you near Godorno. They say you will easily be able to slip ashore, unseen in the dead of night.

They are as good as their word and one fine dawn, you find yourself back in Godorno, with the wharfs and warehouses behind you and the city before you. Despite it being a stinking, plague filled, violent cess pit, you still feel a certain elation to be home.

Now you need to save your people. Turn to [232](#)

295

Your search reveals a set of throwing knives and a jar of healing salve lying on the floor. You may take either of these. The healing salve restores 1 Life Point if used. However, you find nothing else strewn amongst the rubble.

You thank your friend and offer up a quick prayer for him, wherever he may be.

When you are finished here, you leave. Turn to [79](#)

296

You approach many merchants and sailors, asking them to give you passage to Giant's Tooth Island, but none give it to you. One scruffy looking man spits at your feet 'Get away from me, Judain scum.' he growls, putting his hand on his sword. Another plump merchant in silks refuses you brusquely 'this city is going to hell, and I don't intend to stay here a second longer.'

You look around the docks. There is no one left to take you to the island, but there are plenty of abandoned boats here. You find yourself a sturdy looking rowboat and head out to Giant's Tooth Island. After an hour of rowing, you eventually come to the shore of the island. As you get to a sandy beach and pull your boat up it, you see a woman standing before you. She is tall, with shoulder length brown hair. In her right hand, she carries a staff of gnarled oak.

'Greetings, stranger. Let me take you to my tower.' The world is engulfed in blue light. Turn to [334](#)

297

Godorno is lost. You offer to accompany the man north to Mazarkhand or any place that is safe for Judain. He accepts, glad to have a companion. You both prepare for your journey, and, within a few hours, you are heading up the trade road. You manage to evade the mercenaries that the Overlord sends and reach Mazarkhand where you and the man start working for a living. Eventually, you both earn enough money to start your own business, trading goods. Months go by and you hear news of Godorno's destruction. However, that is far behind you now. You have to build a new life from the ashes of your old one.

298

You run with the guards in hot pursuit. Despite having a head start on them, you hear them gaining on you. Then you hear some angry barking behind you, followed by yells of panic. You look back to see that a pack of starving dogs have run out of an alleyway and started attacking the soldiers. They will easily fight off the dogs but by the time they have, you will be long gone. Once you have put enough distance between you and the guards, you double back on yourself until you return to the Judain's house.

You find him packing his belongings. Turn to [417](#)

299

This is not the first time in your life you have had to escape from an angry mob. You turn down a side street and, seeing an open door, sneak into a house. The inhabitants are having supper and shouting at each other. You creep quietly upstairs, unnoticed, out onto a balcony from which you jump to the balcony of the house opposite. Creeping out through that house you re-join another street and double back onto your old route to shake off your pursuers.

Turn to [375](#)

300

The door opens to reveal a large square room. Strange, in a circular tower. There must be sorcery afoot. The room is bare. On the other side of the room is a plain looking wooden door. There are no other features besides an arrow slit where light shines in and a stone eye carved into the wall above the door.

If you approach the door, turn to [506](#)

If you wish to use an item, turn to [449](#)

If you head back down the stairs and leave the tower, turn to [252](#)

If you have Spells and a wand and you want to open the door with magic, turn to [288](#)

301

You find the following useful items in the shop.

You can buy a magic charm for 10 gleenars.

You can buy a jar of healing salve for 15 gleenars. It can be used once to restore 1 Life Point.

You can buy some incense for 50 gleenars. The shopkeeper claims that it has been blessed by a high priest.

Once you have finished, you leave the shop. Turn to [117](#)

302

You run through the stinking streets, trying to get away from the scene of your failure. You dodge past people, not even caring if they are the Overlord's men or not. Eventually, you come to a scene that makes you stop. You are standing before the site of the great synagogue. The place that Caiaphas would preach and tend to his congregation. Except the once proud building is a charred ruin. An old lady stands before it, bowing her head. When she sees the shock on your face, she approaches you.

'Terrible, isn't it? Do you know what happened?'

You shake your head.

'Well, a while back, Caiaphas the rabbi held a sermon where many Judain came. He preached that the Sycaari's attacks of retribution on the Overlord's men should be stopped and that we should find a peaceful resolution. He said that the attacks will only cause a cycle of hatred and violence which would lead to the destruction of us all. Well, there were many who didn't like this message. People started calling him a traitor and a coward. A riot broke out. Caiaphas was pummelled to death by a gang of angry rioters whilst others tore down the building and set it alight. The next day, the Overlord used his as an excuse to crack down on the Judain and many were dragged off to Grond. There are those who say that he planted agents in the crowd to start the riot to give him the excuse, but I wouldn't know about that. He also managed to kill the Sycaari's leaders, but that hasn't stopped them. One called Ahab leads them now. He's even more vicious than the last leader, if you can believe that. And now the streets are turning into a war zone. I don't think anything can save us now. This city's going to be a ruin by next month and Caiaphas would have died in vain.'

The old lady shuffles off. You feel worse than ever now. Not only was your mentor killed in vain, you have condemned his widow. You don't know if you will be able to make amends for your failure, but you swear to yourself that you will stop the war raging in the city or die trying.

First, you find somewhere to hide out. Turn to [432](#)

303

The Inn of the Inner Temple has fake columns along its front and amusing and irreverent cartoons of many gods and goddesses painted above its lintel. Inside it is no more than a low seedy hall divided into cubicles. The drinkers all have their backs to you. There is a board near the door to which several notices have been stuck. Some are reward posters, offering money in return for help arresting some of the inn's regulars. They have been defaced and scrawled on. One of the posters offers a reward of ten gleenars for any Judain, dead or alive. You tear it down as you walk past, dropping the crumpled paper into the spittoon beside the bar. Most of those drinking in the cubicles would happily kill you for even a miserable sum like ten gleenars.

As you walk across the taproom, you overhear a conversation.

'I'm tellin' you, no word of a lie. A great big purple blob with tentacles.'

'Rubbish.'

'It's not. I don't want to go out on the streets at night. Maybe that's the thing that's taking people.'

'What could it be?'

'I heard an old story once, that decadent, decaying cities would start to give their sins physical form. Hate itself would have a body. I've seen a picture of Hate. A big purple monster, the same colour as the blob I saw.'

'Look. I know there's persecution and such, but it's not going to create any monsters. Stay off the orc ale for a few days.'

You move on to see some well dressed people in a cubicle.

Will you talk to the people in the nearest cubicle (turn to [111](#))?

Or leave the inn (turn to [171](#))?

304

You talk to the man about your life in Godorno and he tells you about his experience of the city. Eventually, you realise that it is late, so you bid him goodnight. You go up to your room. Just as you are settling down to sleep, there is a crash at the door and it flies off its hinges. The man is standing in the doorway, sword in hand.

'Your head will get me a pretty penny from the Overlord.' jeers the man as he advances on you. You must fight him.

If you have Throwing and a knife, turn to [530](#)

If not, turn to [88](#)

305

As the brigands on horseback approach you, kicking up a cloud of dust, you start your chant and wave your wand. As your spell reaches its zenith, mist starts to rise up from the ground. As the bandits approach, they become enveloped in this mist and your wand glows until the light it creates is blinding. When the light fades and you can see, the mist has cleared. All the bandits and their horses are fast asleep on the ground. The spell has worked, but it has destroyed your wand in the process.

Cross the wand off your equipment list.

You do, however, loot the sleeping bandits before moving on. You may add the following things to your adventure sheet:

A sword

A knife

50 gleenars

You flee to the Great Forest before the spell wears off. Turn to [501](#)

306

The landlord is ignoring you, cleaning glasses that already sparkle in the sombre light. The pipe-smoker gives you a glance, then turns away. You can hear the two women gossiping about the fate of their Judain acquaintances. 'It wouldn't do to call them friends in these times well, would it, darling?'

At the far end of the tavern, the tall stranger is staring morosely at his drink, while Lucie watches him fondly.

Will you tolerate the landlord's rudeness (turn to [468](#))?
or force him to serve you (turn to [330](#))?

307

You try to break free of the tentacle's grip, but as it touches you, you feel something infest your mind. Hate wells up within you, calling at you to join it. You feel your will to resist slip away as the tentacle drags you towards the blob.

If you have an ivory pomegranate, turn to [216](#)

If you don't have an ivory pomegranate, turn to [37](#)

308

You remember a trick you learnt from a mysterious traveller you once saw performing with snakes in Greenbark Plaza. You start to swing your amulet like a pendulum and begin to hum softly. The heads of the snakes sway gently in time, like wheat in the summer breeze. Still humming, you step onto the living carpet which writhes beneath your sole, while baleful hisses warn you not to linger. Garter snakes coil around your thighs but they are nestled there and do not bury their venom-tipped fangs into your soft flesh.

You step trancelike across the living carpet of snakes and through the far door. Turn to [99](#)

309

You take the mirror out of your pack and walk over to the beam of light coming from the arrow slit. You let the beam bounce off the mirror and aim it at the stone eye. As you do this, the door creaks open.

You head through the door to your next challenge. Turn to [102](#)

310

Up ahead, you see a rocky outcrop on a small hill. Although running across it would slow you down, you realise that it would be impossible for the horses to traverse, so you run for it and climb up the rocks. Sure enough, as you run up the rocky hillock, you glance back to see the bandits stop their horses and turn around.

You continue your journey, heading towards the Great Forest [501](#)

311

You round a corner and find yourself confronted by a skirmish in the streets. A dozen black clad guards are brutally attacking a score of citizens, most of them unarmed, some too old to fight. They are struggling bravely, but the soldiers are subduing them. Then you recognise one of them. It is Talmi, the leader of the people who were trying to combat Hate. She is slashing wildly with a knife, trying to keep two guards at bay. If you do nothing, the group will be subdued and dragged off to Grond.

If you ignore them and carry on towards the gate, turn to [113](#)

If you aid them, turn to [437](#)

312

You cannot let your people suffer and die like this. You resolve to return to Godorno to do what you can to save them. You gather your possessions, find a horse and gallop out of the camp. As a respected member of the band, the guards simply let you go. You will be out of their reach by the time they realise that you have deserted them.

You ride through the night, putting as much distance between you and the camp as possible. When dawn breaks, you pass a farm.

You leave your horse with the surprised and grateful farmer before continuing up the trade road to Godorno. Turn to [269](#)

313

You throw the pomegranate with as much force as you can, but the creature turns its head at the last minute and it bounces harmlessly off its purple flesh. You won't be able to get it back now.

Cross the Ivory pomegranate from your possessions. You no longer reduce damage caused by Hate.

You have to think of another way to defeat Hate.

If you run to get the Jewel of Sunset Fire and use it again, turn to [141](#)

If you have the Jade Warrior's Sword and wish to use that, turn to [125](#)

If you flee, turn to [476](#)

314

As a tentacle heads towards you, you try to punch it out of the way, but two more tentacles simply grab you and wrap themselves around your wrists. They then start to pull you towards the massive purple worm.

If you have an ivory pomegranate, turn to [85](#)

If you have the codeword Satori, turn to [105](#)

If you have the codeword Venefix, turn to [78](#)

If none of the above apply to you, turn to [481](#)

315

'There's the coward!' They shout as they draw knives and charge at you. Having failed your test, you are an enemy of the Sycaari. You spy more men in the building, so you decide to run before you are overwhelmed. As you do, the men stop and shout 'Coward!' after you as you flee through the streets.

You are going to have to fend for yourself. Turn to [432](#)

316

The two men approach you cautiously, knives drawn. 'I am a Judain and a friend of Ahab's. Please let me see him.'
The men look at each other.

'Fine. Come with us. But any funny business and you'll regret it.'

The men lead you to a trapdoor which you open and climb down a ladder into a dimly lit cellar. There is no furniture in the cellar save for a large table. On the table rests a vellum map of the city with wooden figures placed on it. Around the table are half a dozen young men, shouting and arguing. At the head of the table is Ahab. 'Quiet! Whilst we discuss this, Judain are being killed outside. We need more attacks. More ambushes.'

'But Ahab we lost six people last night when they attacked a patrol. Our knives are no match for the soldiers' armour, swords and crossbows.' Growls one of his companions.

'Then we'll focus on officers and nobles and not the soldiers.' Growls back Ahab.

'But they are heavily guarded. We can't keep attacking people with these losses.' says another Sycaari.

'Whose side are you...' Ahab begins shouting, but then he notices you and smiles. His green eyes narrow.

'I'd heard you had left the city. Turns out you're not the coward I thought you were. I know why you're here, though. The streets are too dangerous to survive alone. Well, if you want my protection, you'll need to follow my orders. Go out there tonight and kill one of the Overlord's sympathisers. Show these cowards how it's done.'

Surrounded by Sycaari, it would be foolish to refuse his orders here. Turn to [443](#)

317

Rising quickly onto tiptoe you slip the noose snare from your ankle and somersault backwards. The black blanket, like a vampire's cloak, falls to the floor with a heavy thump. You have escaped the first of the defences of the Overlord's bedchamber. The black monster flops about feebly then falls still. Then you hear the tramping feet coming up the stairs. It sounds as if a troop of twenty men or so is approaching down one of the corridors. You can hear barked orders. They know there is an intruder.

If you stand your ground, turn to [524](#)

If you flee, turn to [416](#)

318

You conjure up a cloud of smoke which engulfs you and all those nearby. The crowd and the soldiers fall back. The smoke makes them cough and their eyes smart, but it doesn't affect you. You then cast a spell of Disguise and those who can still see pay no attention to a bent old woman coughing and rubbing her eyes, who staggers out of the smoke and shuffles away from the plaza. Still looking like an old woman, you run nimbly away from the plaza, ducking under a milk cart as you feel the spell start to wear off. Then, looking like yourself again, you go on. You have managed to avoid this mob, but the people of Godorno are mad for blood and it is only a matter of time before trouble finds you again. You have to leave the city.

If you decide to leave via the main gate to the trade route, turn to [344](#)

If you decide to stow away on a barge, turn to [522](#)

If you want to risk staying a little longer and seeing one of your friends, turn to [467](#)

319

The man's grin grows wider upon seeing you pull a knife out. His grin suddenly turns into a look of panic as, in one swift motion, you fling the knife towards him. The blade catches his hand, forcing him to drop his sword. The brigand goes to pick it up, but you are already there, and kick him in the face. You grab his sword and level it at the brigand's chest. The others cheer and jeer upon seeing this.

(You do not need to remove the knife from your items as you recover it later).

You have proved yourself. Turn to [405](#)

320

You cut the man down and search the body. He has nothing. Not a gleenar. You curse and return to your camp, hoping to find richer pickings. You have just killed an innocent, unarmed man.

Add the codeword Venefix to your adventure sheet.

That night, you lie awake, thinking about the man's story. Caiaphas's death hit you like a gut punch. The rest of your people hiding in fear of plague or the gallows. Surely you should do something?

On the other hand, what could you do? Would you be able to make a difference against the Overlord's hordes?

If you slip out of the brigand camp and head back to Godorno, turn to [312](#)

If you decide to stay with the brigands, turn to [487](#)

321

One of Ahab's men, Vered, a nervous looking youth, leads you out of the cellar. If you don't have one, he gives you a knife (add it to your items) and tells you about your target.

'You need to go to Fortuny Street, near the Tower of the Sentinel. There, you will find the man's house. Kill him and any who stand in your way. He should have some maps which give details of patrols and known Sycaari hideouts. Find them and bring them to us. Good luck.'

You leave the young man and head away from Medallion Street. When you are out of sight of the Sycaari, you decide on your next course of action.

If you head to the officer's house to complete your mission, turn to [450](#)

If you decide that murder and subterfuge are not going to save the Judain and strike out on your own, turn to [121](#)

322

Your stiffened fingers lash out as fast as a striking cobra, jabbing into the cluster of nerves at the base of his palm. His fingers immediately go limp and he drops the knife without even feeling any pain. You snatch it from the cobblestones before he can take stock of what has happened.

A moment later, he gives a sob of frustrated rage and launches a kick at your midriff. You easily catch his foot and draw it up, pulling him off-balance as you step closer to look him straight in the eye.

'I wonder if you're also the sort who kicks dogs?' you say softly, but with a hard look in your eye. 'Beware, if so. You'll find that we Judain are like wolfhounds. We bite back.'

So saying, you give his leg a twist so that he is thrown over onto his back in the street. Pocketing his knife so that it cannot be used against another of your people, you saunter off into the direction of Greenbark Plaza.

Record the knife among your list of possessions, then turn to [375](#)

323

As soon as you remove the pomegranate from your pocket and approach the monster, it writhes. As it does, some of the guards manage to struggle free.

Before you can say anything to them, they bolt past you straight for the exit. Turn to [157](#)

324

The landlord is staring at you as you reach for your mug. He has the same sense of anticipation as someone who is about to reveal a winning hand in a card game. Suspicious, you remove some of the froth to find an oily layer on top of the ale. The landlord's eyes narrow as he sees you do this and he turns away.

You decide to leave his ale and talk to Lucie and the stranger. Turn to [132](#)

325

The man's grin widens even more upon seeing that you are not even drawing a weapon yourself. He approaches you, sword pointed at your chest. When he goes to thrust the sword into you, you sidestep the thrust and grab his arm, twisting it so that he drops his weapon. You then headbutt him in the face and he man goes down, blood streaming from his nose. The other brigands cheer and jeer.

You have proved yourself. Turn to [405](#)

326

Try as you might, you cannot free your weapon. Cross it from your adventure sheet. More tentacles grab your arms and legs and start to pull you towards the blob. You let go and start to struggle for your freedom but it is too late.

If you have an ivory pomegranate, turn to [216](#)

If you don't have one, you are pulled into the purple flesh of Hate. Turn to [37](#)

327

Desperate times call for desperate measures. Despite being responsible for much theft and violence across the city, you figure that the Thieves' Guild would want to prevent the destruction of the city as much as anyone. After all, if the city is destroyed then the thieves will have no one left to prey on. How will you get to Melmelo?

If you have the codeword Larceny, turn to [445](#)

If you don't have the codeword, turn to [65](#)

328

The youth is quick and moves to stab you in the back as you flee. If you have Agility, you are faster and soon leave him behind.

If you don't have Agility, you feel a sharp, cold pain as the blade bites into sinew and muscle and rasps against your shoulder blades: Lose 1 Life Point as blood stains your clothes dark red you are lucky it was not a killing blow. This guttersnipe is good with a knife.

'I thought you Judain had black blood.' he sneers as he lets you go. Turn to [375](#)

329

You speak the word of power that evokes the potent spell of Visceral Pang. Skakshi is seized by a palsy and he collapses to the sawdust covered floor, writhing and frothing at the mouth.

'You, Skakshi, will take me to meet with your guildmaster, Melmelo. I have a proposition to put to him for his ears only.'

'I'll do anything, Judain. Anything! Just release me from this wracking spell.'

You take pity on the miserable wretch and banish the spell with a thought. Skakshi rises slowly to his feet and says he will take you to Melmelo's stronghold, claiming that only he knows the password.

Skakshi fears that you are going to kill him. Turn to [214](#)

330

How will you make the landlord pay attention to you?

If you have Unarmed Combat, you can hurdle the bar and brawl with him (turn to [398](#))

If you bribe him with 5 gleenars, he might be more accommodating (turn to [465](#))

If you have Spells and a wand, you can use magic (turn to [32](#))

Otherwise, you can approach Lucie and stranger who is talking to her now (turn to [132](#))

331

The Judain swings the bar at you, but to his surprise you rush forward, grab his legs and tackle him to the ground. He lashes out with his feet, but you leap back prepared. As he gets up, you strike him in the face, knocking him out with one punch.

The Judain are stunned. Turn to [563](#)

332

Once you are out of sight of the guards, the Judain in the cart relax. You travel up the trade road until you come to an inn. You all enter it and agree to swap your donkey and cart for a place to stay and some food for a few days.

Gain 2 Life Points.

You may also gain the following items as your share of the supplies:

A knife
Two sets of trail rations
2 healing salves (each one restores 1 Life Point)
25 gleenars

When you are fed and rested, you leave the inn and head north to start your new lives. Turn to [385](#)

333

You struggle to get the tentacle off your foot, but it refuses to loosen its grip and starts to drag you slowly towards the purple blob.

If you have an ivory pomegranate, turn to [216](#)
If you have Charms and an amulet, turn to [525](#)
If you have the Agility skill, turn to [255](#)
If you have none of these things, turn to [37](#)

334

You find yourself sitting on a plain but well made ebony chair at an ebony table. In front of you is a glass goblet containing red wine and an aluminium plate which holds grapes, figs and apricots brought from some distant part of Orb. Erika sits opposite you with her own plate and goblet. She raises it.

'To your successful visit.' She says before taking a draught of wine. You too raise your goblet and drink the fruity vintage. As you do, you take in your surroundings. You are in a spacious, light room in the tower. Many paintings depicting scenes from history are hung on the walls. One in particular draws your eye it depicts a huge purple worm like creature crushing white marble buildings whilst people ran from it in terror. Erika notices your interest 'You like that one? Its title is the Fall of Kush. There was a time when Kush was one of the most powerful cities in the world, but it was laid low by that creature.'

'What is it?'

'Hate. The worst of humanity given form. It is said that when decadence and violence reach run rampant amongst large groups of people, when their sense of hatred grows so strong, it consumes people from within and from their flesh, gains physical form. Eventually, when it reaches its zenith, the creature becomes unstoppable and lays waste to all around it.'

'Your story reminds me of another city.'

'You are right. It is happening here. Now. I can feel it. I warned the guild, but most simply packed up and fled the city rather than stay and try to do something useful. I've always told them that they should spend more time honing their skills and less time trying to prove themselves to one another. But all is not lost.'

'Are you going to stop it?'

'You give me far too much credit. Magic can be powerful, but it is merely a trick. It can simply produce some temporary effects. At its most powerful, it simply amplifies the character of its user. True power lies in the human spirit. No, in order to stop Hate, we need those who are strong and good in heart and mind. That is where you come in.'

Erika stands up and beckons for you to follow her. Turn to [374](#)

335

You walk down the corridor. At the end of it is a rotting tapestry, which you pull aside to reveal a chamber filled with gold-plated furniture and funeral biers with sarcophagi atop them. Four green jade statues stand at the corners of the room. They each hold a sword made of a green jade. Then they start to move.

The four Jade Warriors clank menacingly as they come to life before you. The green swords in their hands cut the beams of light, giving each blade an aura like a rainbow. The light shimmers off the jagged blades and off the chiselled planes of the huge warriors themselves. When they step towards you, their heavy tread grinds the rubble beneath their armoured feet to powder. The whole room reverberates to their measured advance.

If you have a censer of fragrant incense, turn to [103](#)

If you have Swordplay and a sword and wish to use it, turn to [136](#)

If you have Unarmed Combat and wish to fight them that way, turn to [380](#)

If you have Spells and a wand and wish to create a cloud of smoke to cover your escape, turn to [379](#)

If you have Agility and wish to use it, turn to [372](#)

If none of these apply, turn to [87](#)

336

You scream in agony as the light seeps into your flesh. A moment later, you are horrified to feel something sprouting from your chest. Hate has awakened the evil in your own heart, forming a cancer that gnaws at you from within.

Lose 5 Life Points.

If you survive, you face the monster, but you still have to get past its more physical weapons. Turn to [470](#)

337

You pick up a piece of wood and immediately, you spy a battered bronze helmet. Something stirs in your memory and you pick it up. As you touch it, you remember. Sparta. This is an ancient helmet from a civilisation of fierce warriors. Helmets that were worn by veterans for a long time have been known to pick up some of the spirit of the warrior who wore them. There is a legend of a young shepherd who donned such a helmet and managed to repel a dozen brigands from his village with combat prowess thought of as impossible.

Add the bronze helmet to your items. You may use the helmet once to give yourself one skill from Swordplay, Unarmed Combat or Throwing. Remember that to use Swordplay or Throwing, you also need the required item. Once you have used it, you must cross it off your equipment list.

You find nothing else in the wreckage, so you continue along the road. Turn to [406](#)

338

You run onwards across the fields and hillocks with the bandits in pursuit. They are catching up and you will have to find a place to hide soon.

If you have Agility, turn to [243](#)

If you have Wilderness Lore, turn to [310](#)

If you have neither skill, turn to [97](#)

339

You decide that you need to head back to the safety of your hovel before it gets dark. You are almost home when a figure steps out of the shadows of an alleyway. You prepare for either a fight or fleeing, but you relax when the small, lithe figure of Lucie emerges from the shadows. Despite her ragged clothing, she is just as beautiful as ever, her green eyes sparkling in the dusk light. She grabs your sleeve and starts tugging at it 'Come!' she says, in an urgent tone 'I have someone important for you to meet. Someone who can help you to save your people. No friend of the Overlord, this man.'

'Who is it? Who in Godorno will help us Judain?'

'You wouldn't believe me if I told you,' she replies.

'Of course I would, Lucie. I believe every word you say.'

'You'll see soon enough. Come, we must go to Fortuny Street. We can meet him there.'

If you decide to put your trust in Lucie, turn to [22](#)

If you refuse to go with her, turn to [63](#)

340

The horse looks skittish. Its chestnut flakes are darkened by the sweat and it darts about nervously while it snorts and fidgets. It seems to be afraid of something.

If you have the Agility skill, turn to [143](#)

If you have the Wilderness Lore skill, turn to [419](#)

Otherwise, turn to [393](#)

341

'Badly. Oh, it's not the loss of the Judain that's a problem. They never usually came here. But there's something else going on. Something that is making my customers disappear.'

'What could it be?'

'Some say it is the spirit of Harakadnezzar, the Great Tyrant. It is said that when robbers desecrated his tombs he became absorbed into the bones of the world, gaining strength in the dark places far from light. Now he has come forth to avenge himself. Others say it is the many-limbed beast, Hate. It spreads like a disease amongst the wicked and decadent, eating them up from the inside until they become no better than animals before becoming part of the great beast itself. Whatever it is, it's not good for trade.'

If you have Folklore, turn to [35](#)

If you don't have Folklore, you thank the landlord and leave him to join Lucie and the stranger. Turn to [132](#)

342

You flee down the corridors as fast as you can, not caring which route you take. You don't know how long you flee, but eventually you stop to catch your breath. At least the creature seems slower than you. Then you see another blob lurching down the tunnel towards you. You flee back, taking another route through the sewers until you collapse to your knees, exhausted. Hate definitely has infested this place. How many giant purple blobs could there be? You look up.

You are kneeling before an archway with an ancient rune carved above it. A rune you recognise as the sigil of the Megiddo dynasty. Here, you might find a weapon to combat Hate, but you feel that the place will have dangers of its own.

You take a deep breath and enter the tomb. Turn to [335](#).

343

You draw your sword and easily parry the man's blow with the poker. He is strong, but not skilled and you easily dance around his thrusts and swings. Eventually, he loses his temper and starts swinging frantically at you. You dodge out of the way and trip him up. He crashes to the floor. You point your sword at the man's head. He gets up and storms out of the prison.

The Judain watch in stunned silence. Turn to [563](#).

344

You walk quickly along the roads towards the main gate, hiding your face from strangers. After a time you realise that you are being followed by a gang of young street urchins. You turn off the main thoroughfare and duck and dive down the back alleys but these orphans seem to know this quarter of the city by heart. They must have explored every inch in their quest to stay alive.

Deciding to ignore them you return to the main street and approach the twin arches of the main gates. As you do, four guards leave a guard house. They each carry a sword and a crossbow. They are slovenly soldiers, doubtless very corrupt.

If you do not want to take your chances with these guards, you could try to stow away on a barge. Turn to [522](#)

If you have Spells and a wand, you can make yourself invisible. Turn to [401](#)

If you have Charms and an amulet, turn to [536](#)

If you have Throwing (but you don't need a knife for this), turn to [293](#)

If you have Roguery, turn to [4](#)

If you have 60 gleenars, you could bribe them. Turn to [259](#)

345

You decide to try to take one of the Jade Warriors' swords, but you don't know which one to take.

If you have the Charms skill, turn to [167](#)

If you have the Cunning skill, turn to [493](#)

If you have the Folklore skill, turn to [195](#)

If you have none of these skills, turn to [23](#)

346

The damage you caused earlier combined with the wounds from the Jade Warrior's sword are too much for Hate. Huge chunks of purple flesh are strewn all over the plaza. As you look at Hate's face, you notice that the unrelenting hatred and lust for violence has been replaced with fear. The green in its eyes starts to fade. It tries to raise itself up to smash you to a pulp but before it can, it crashes to through the stone ground to be swallowed up by the catacombs.

You have slain Hate. Turn to [51](#)

347

You have nowhere to run and no way to defend yourself. It is all you can do to shout 'I yield!' The man grins and orders his men to get your wealth. They strip you of all of your possessions, leaving you with nothing before riding off back to their camp. There is much mirth at your plight.

Cross all money and possessions off your adventure sheet. It is obvious that these men will forget about you as soon as you are out of sight, just another victim on the road. At least they haven't harmed you.

You head west to the Great Forest. Turn to [501](#)

348

With reflexes honed by years of practice, you whip out a knife and fling it at the guard. The blade embeds itself in his head, right between his eyes. The hapless soldier tumbles down the stairs. You freeze for a second, hoping that no one else is awake in the house, but nothing happens. Pausing only to retrieve your knife, you then race up the stairs to find the diamond. As you do, you think about why this guard was awake when you had cast a spell to ensure that everyone was asleep. There was no fault in your magic. However, the plan relied on everyone in the house being asleep at the instant you cast the spell. Evidently, this one soldier was awake guarding the diamond, so the charm failed to affect him. You can well imagine his fright and confusion when he heard you moving around downstairs and then discovered that everyone in the house was in a deathly deep sleep from which he could not rouse them.

A quick search of the upper rooms reveals a treasure-box. The knowledge that any noise you make lends you courage and you smash the lock on it. Opening up the treasure-box reveals the diamond. You snatch it away and hastily leave the house before your spell wears off. Turn to [384](#)

349

The next morning, you wake up and enter the cellar to see Ahab, standing at his table, looking at the map. You wonder if he has actually gone to sleep. He sees you and his eyes narrow.

'Finally. You're awake. One of our cells was discovered last night. A dozen Sycaari were dragged off to Grond.'

'Were you there?'

'No, I have to be here, running the resistance effort! One of my trusted lieutenants managed to escape.'

You wonder where this is going.

'For too long, too many Judain have suffered in Grond. I want to set them free.'

'And how will we do this?'

'We? I need to direct the Sycaari. No, you will do it. You have obtained funds for the effort, but that is simple burglary. Prove your loyalty to the Judain by setting them free.'

'Did getting the diamond mean nothing?'

'It wasn't enough. Prove yourself by saving the Judain in Grond. Only a loyal Judain would do that. If you don't then you'd better flee the city because I'll hunt you down myself.'

Ahab's words cause rage to rise in you, but you remember that you are surrounded by armed Sycaari, so you swallow your harsh words. You simply agree to complete your mission. Ahab tersely dismisses you before going back to scrutinizing his map.

You climb out of the cellar.

You climb out of the cellar. Turn to [115](#)

350

As you are bathed in the green light, you feel something writhe around inside you, painfully probing for the hatefulness in your body. You feel things grow inside you as it finds every time you have felt hate, every time you have felt envy and every time you wished someone dead. You writhe in pain.

Lose 3 Life Points.

You are determined to stop the monster, but you have to fight your way past its more physical weapons too. Turn to [470](#)

351

You wander through the streets, thinking about what has befallen the city. How are you going to fight Hate? The monster seems to be getting bigger and more powerful with time. As you enter Greenbark Plaza, you see just how powerful Hate has become. A massive purple worm is coiled around the tree in the centre of the square. You see people stuck inside the creature, being slowly pulled inside the purple flesh of the monster. In its translucent skin, you can see the faces of the lost souls it has already claimed, locked in eternal torment. They seem to be screaming in agony. Tentacles writhe around, lazily searching for more people to drag into the hell that Hate has prepared for them. You see some tentacles start to crawl towards you and the worm starts to uncoil itself and drag its massive bulk towards you.

If you have Spells and a wand, you could cast a spell. Turn to [544](#)

If you have a set of throwing knives, you could throw one at Hate. Turn to [439](#)

If you have a sword (Swordplay is not necessary), you could try to attack Hate. Turn to [370](#)

You could fight Hate unarmed. If you decide to do this, turn to [314](#)

If you decide to flee the creature, turn to [408](#)

352

As the guards approach, your heart beats harder in your chest. What if they see through your disguise? What if you give yourself away? The guards get closer.

'Help! Thief!' A man runs out of a side street holding a bag and sprints down the road. The six guards draw swords and run past you and your cart after the thief.

You take advantage of the unguarded gate and head on out of the city. Turn to [332](#)

353

You grab your knife and fling it at the boar's face. It strikes it hard and the boar goes down, squealing in pain. With your foe slain, you reclaim your knife and then use it to collect some herb that you find in the copse.

Now that you have the herb, you return to the old woman. Turn to [237](#)

354

You leave the tomb and wander the sewers until you come across a ladder leading up to a manhole cover. You climb the ladder and emerge into a deserted street. You have survived the Megiddo catacombs and obtained a sword from a Jade Warrior. You feel pride at your accomplishments.

Add the codeword Blade to your adventure sheet.

If you have the codeword Tower or Jewel on your adventure sheet, turn to [355](#)

If you have neither codeword, turn to [546](#)

355

You have now explored both the catacombs of the Megiddo Dynasty and the Tower of the Sentinel. You wrack your brains for any other ways to combat Hate, but you cannot think of any more.

It is time to face the monster. Turn to [283](#)

356

You let the lepers shuffle on, groaning and meekly calling out for food or alms. You do not think that they will survive long on the streets. What with the Overlord's men, the Sycaari and Hate stalking Godorno it is just a matter of what will put an end to these unfortunates' suffering.

There is nothing else to do here, so you head home. Turn to [339](#)

357

You throw the pomegranate with as much force as you can, but the creature turns its head at the last minute and it bounces harmlessly off its purple flesh. You won't be able to get it back now.

Cross the ivory pomegranate from your possessions. You no longer reduce damage caused by Hate. However, if you have the codeword Satori, you may reduce damage dealt to you by Hate by 1.

You have to think of another way to defeat Hate.

If you have the Jewel of Sunset Fire, turn to [231](#)

If you have the Jade Warrior's Sword, turn to [507](#)

If you have neither, you can still face Hate (turn to [272](#))

Or you can flee (turn to [476](#))

358

You walk along the road to Burg. During your journey, you enjoy the birdsong and the hills and forests of the countryside. For two hours, you do not see a soul. Eventually, you come to a hut on the roadside

If you investigate the hut, turn to [57](#)

If you continue on your way to Burg, turn to [501](#)

359

You cut Skakshi down in a welter of blood, wipe your blade on a barcloth, and replace it in its scabbard before looking round you once more.

All is quiet in the Inn of the Inner Temple. No one will meet your eye. They stare at Skakshi's corpse, shocked at the sudden violence you have done to one of their comrades. You don't expect any trouble from them after that demonstration. Nor will you make any friends here. You fell Skakshi's pockets, quickly finding a concealed flap in which you discover a throwing knife.

You may add the knife to your possessions.

You look up from the body. One man gives you a narrow glare and spits on the floor. You won't make any friends here so you decide to leave the inn as quickly as possible.

In your heart, you know you did not have to kill Skakshi. Perhaps you are beginning to succumb to the general hysteria and hatred that seems to be infecting most others in the city?

If you have the codeword Satori, delete it from your adventure sheet; if you did not have the codeword Satori, acquire the codeword Venefix. Turn to [171](#)

360

It's Ahab. He staggers on stage, a look of pure rage on his haggard face. The man does not look well. There are purple scabs on his cheeks and the backs of his hands. He seems to be breathing with difficulty

'How did you get up here, Judain?' Asks the Overlord.

'Your men all hate you. They let me on because you mean nothing to them.' Replied Ahab 'I'm going to do something I should have done years ago.'

Ahab produces a knife from his pocket and raises it to stab the Overlord. The Overlord just stands there, resigned to his fate. It looks like the end for him, but then you realise that no one is looking at the two men any more.

They are all looking at the Grand Canal. Turn to [119](#)

361

'What do you think of the disguise?' you say before the gate guards who challenge you. 'Eh? What do you think? What do you think I look like?'

You seem utterly confident and they all look at you and smile. 'Reckon you're a spitting image of a Judain.' says one.

'Ain't I just? And I'm going to make a lot of friend among the Judain scum of the city and turn them over to the Overlord's men, for the reward. I reckon I'll make a fortune.'

'You want to watch out. They're powerful, deep people, the Judain. They stick together like...like...'

'Like rats and grain sacks!' another puts in.

The guards let you into the city. You stride into the filthy streets of Godorno, ready to face your enemies.

Now you need to save your people. Turn to [232](#)

362

Using your trained agility, you manage to wriggle out of the grip of the tentacles.

Before they can grab you again, you have already fled down the tunnel. Turn to [342](#)

363

Skakshi spits at your feet and leaves the inn, slamming the door as he goes. The other drinkers follow without so much as a glance in your direction. They are not going to share the drinking hall of the Inn of the Inner Temple with you. You have made no friends here and you won't get anything of value here now.

You leave the inn. Turn to [188](#)

364

Hate grows more tentacles which lash at you. You cannot avoid them all.

Lose 2 Life Points.

If you flee, turn to [476](#)

If you fight on, turn to [531](#)

365

A seasoned rogue such as yourself has become used to spotting the tiniest details. That way, you know when traps have been set. The first and second steps seem to be spotlessly clean, but the third one is dusty. The fourth and fifth steps are clean, but the sixth one is dusty. It seems that you need to stick to every third step, so that is what you do. You leap up every third stair until you reach the top of the stairs where there is a wooden door.

Holding your breath, you push it open. Turn to [300](#)

366

You enter the prancing pony, a spacious inn. As you enter, you hear the sound of conversation and laughter from the locals. You approach the bar and order an ale. As you do, a man also approaches the bar.

'I'll get this.' He says. He is wearing leather armour and a traveller's cloak.

'Greetings, friend. I am new to this town, as are you. What brings you here?'

If you have the Cunning ability, turn to [213](#)

If you have the Streetwise ability, turn to [495](#)

If you have the Roguery ability, turn to [144](#)

If you have none of these abilities, turn to [304](#)

367

'Coward!' Hisses Ahab. He then stands up and shouts 'Look, a Judain! A Judain stole my money!' before sprinting off down the street. You have no chance to catch up with him, however, as a squad of the Overlord's soldiers run into the square. They point at you before chasing you. You have to run!

You have a head start and you know the streets better than the guards, so you manage to shake them, but the city is far too dangerous for you to stay in now. You will have to settle your score with Ahab another day.

Add the codeword Hesed to your notes.

You have to leave the city now. Turn to [42](#)

368

You have obtained the Jewel of Sunset Fire, but you wonder if it is enough to combat Hate. There are many magical artefacts hidden away in the catacombs under the city, but they are well guarded by ancient creatures. Maybe it will be an unnecessary risk to find something else to fight Hate with.

If you decide to explore the catacombs in search of artefacts, turn to [110](#)

If you decide that it is time to face Hate, turn to [283](#)

369

You return to Ahab and report your failure.

'What? I gave you a mission. You could have killed the Overlord, but you ran?'

You try to explain to him that if you had stayed any longer, you would have perished.

'What is the life of one revolutionary against the life of the man who has caused all of our suffering? You would have been made a great martyr for your deeds, but now you have proven yourself to be a coward, more concerned with your own life than the bigger picture. Well, you will have to redeem yourself. We have been erecting a barrier in a street nearby to prevent the Overlord's men from passing. When they try to take it, we will destroy them. And when we show the city that the Overlord's men can't hold the streets, we will storm the palace!'

Ahab dismisses you from his presence. Turn to [471](#)

370

You draw your sword and swing it at the lead tentacle, slicing its end off. Another comes to take its place and you cut that in half too, but more tentacles are advancing, more than you can handle. One of them grabs the sword and yanks it out of your hand.

Cross the sword off your adventure sheet.

Some more tentacles wrap themselves around your wrists and start to drag you to the giant purple worm.

If you have an ivory pomegranate, turn to [85](#)

If you have the codeword Satori, turn to [105](#)

If you have the codeword Venefix, turn to [78](#)

If none of the above apply to you, turn to [481](#)

371

You think about who you could visit. When Caiaphas saw the potential in you, he introduced you to many skilled Judain who taught you the skills you know. You think about who you could visit.

If you have one or more skills from Swordplay, Unarmed Combat or Throwing, you could visit Tagil the warrior (turn to [74](#))

If you have one or more skills from Roguery, Cunning or Streetwise, you could visit Konstantin, the thief (turn to [60](#))

If you have one or more skills from Spells, Charms or Folklore, you could visit Nicodemus, the wizard (turn to [514](#))

If you have one or more skills from Wilderness Lore, Seafaring or Agility, you could visit Wolf, the Wayfarer (turn to [168](#))

372

The Jade Warriors advance upon you but you are prepared for them. Diving forward, you duck under the swipe of the nearest Jade Warrior and leap nimbly over the attack of the second. The third and fourth move in on you but you roll away as they swing their swords at you.

If you have the codeword Jade on your adventure sheet, turn to [72](#)

If you do not, turn to [345](#)

373

You reach for your mug, but just as you are about to grasp it, the pipe smoker stumbles into you. Instead of grasping the mug, you knock it over and the ale spills all over the bar and the floor. You shoot the pipe smoker an angry look and he retreats quickly.

You leave the landlord to clean up the mess as you approach Lucie and the tall stranger. Turn to [132](#)

374

You follow Erika up some stone stairs, past a couple of worried looking apprentices in blue robes and into a library with a plush carpet and all walls lined with books. There is a table and some chairs in the middle of the room.

'There is powerful magic in the city that can be used to combat Hate. The first, is located under the city. There are many remains of ancient civilisations under Godorno. One of those remains include the tombs of the Megiddo dynasty. There are some tireless guardians, made of Jade, who wield enchanted swords, sharper than the finest steel swords. Someone skilled enough and pure enough could use such a sword to cut Hate to pieces. Another artefact is the treasure that is in the Tower of the Sentinel.'

'You built the Tower of the Sentinel?'

'Don't interrupt. I merely furnished it. In the tower is the Jewel of Sunset Fire, an item that can create a blast of energy that would destroy Hate even if it got as large as the creature in Kush. Both of these places are perilous and there is little time, so I can tell you the secrets of one of these places.'

If you ask to be told about the tombs of the Megiddo Dynasty, turn to [396](#)

If you ask to be told about the Tower of the Sentinel, turn to [194](#)

375

You continue your walk. This street winds down towards the riverfront and the centre of the city. It is crossed by large avenues lined with tall straight cedars that lead up to the Overlord's citadel. You hear the ringing of the town crier's bell. At the end of the street is Greenbark Plaza. Here a large walled flowerbed encircles a rare sight. It is a greenbark tree, eighty feet tall. The smooth bark is striped lime green and grey-green and the heart shaped leaves are golden yellow. There is a shrine here to the tree spirit with a few offerings of potash and wine.

Next to the shrine is the town crier dressed in his traditional black and gold tabard. He unfurls a scroll and begins to declaim to the gathered crowd. He is flanked by a bodyguard of the Overlord's men armoured in black leather.

You push forward to hear better. Turn to [174](#)

376

You leave the massive blob of Hate and decide to find the dungeons where the prisoners are being held, stopping only to pick up a lantern from a guard room and light it. It is eerily silent down in the dank bones of the fortress. Hanging your lantern outside the nearest door reveals a starving pair of Judain, manacled to the wall. It takes three hours to set all the prisoners free. Most are pathetically grateful to you as their saviour, having long given up hope of any release save the merciful release of death. The prisoners are looking at you with awe. You hear them whispering that you are a god who has come to Godorno to right the wrongs of the ancient city. You organise stretcher parties to bear those who cannot walk out of the prison.

You might dare to set up a sanatorium now that you have directly challenged the Overlord's power. Turn to [430](#)

377

The inn is a simple, but pleasant building with large rooms and well cooked food.

The innkeeper will charge you 10 gleenars to stay at the inn and feed you for a few days. If you decide to do this, you may restore 2 Life Points (you may only do this once).

You may also buy any number of trail rations from the innkeeper for 5 gleenars each.

When you leave the inn, you follow the road north until you come to a fork.

If you head north to Bagoë, turn to [496](#)

If you head west to Burg and the great forest, turn to [358](#)

378

The Judain looms over you, ready to strike you with the iron bar. What will you do?

If you have Brawling and wish to use it, turn to [331](#)

If you have Swordplay and a sword and wish to use it, turn to [343](#)

If you have neither skill, turn to [253](#)

379

There is a whoof as a thick cloud of smoke explodes around you. You grope your way through the smoke towards the Jade Warriors. One of them looms towards you and raises its sword. You recoil in fright but it lumbers past you making elaborate passes in the air, as if engaged in a display of an ancient style of swordplay. The others are also lurching about at random. The smoke seems to have scrambled their senses. Each is cutting and thrusting at the air around it but they seem oblivious to you.

If you have the codeword Jade on your adventure sheet, turn to [72](#)

If you don't turn to [345](#)

380

You take up a martial stance before the first of the Jade Warriors, searching for a weakness to attack. Your fists and feet cannot shatter the jade, which is impervious to your blows. The blades of the Jade Warriors are terribly sharp as you find to your cost when one bites into your thigh.

Lose 4 Life Points.

You flee the tomb before the Jade Warriors overwhelm you. Turn to [83](#)

381

You fall to the ground, exhausted. Then you hear the sound. There is a murmuring from the catacombs: a sound that grows and swells from a hum to a roar. The lost sounds are free once more and they climb into the streets. The story quickly spreads of Talmai and her sacrifice which saved the city from Hate. The next few weeks are a blur. A statue of Talmai is erected in her honour whilst you work to help rebuild the city. You become an authority in your community, bringing together both Judain and non-Judain. Eventually, they put all hostilities aside and learn to live and work together to once more make Godorno the jewel of the east. You then turn your attention to rebuilding the synagogue that you spent so much of your youth in. Caiaphas would have been proud of you.

382

You find Marmeluke in his hovel at Tartars' Quay. He greets you warmly and offers you some of the cat that he has just skinned and is roasting over a slow fire. Famished, you thank him and eat greedily while trying not to think of the rats the cat has itself dined upon in the past.

Marmeluke insists on telling you about a mishap which befell him this morning 'In going about three hours ago, to a rendezvous with a girl of Godorno unmarried and a daughter to one of the nobles I tumbled into the Grand Canal, my foot slipping as I got out of my gondola owing to the cursed slippery steps of the palaces here. In I flounced like a carp, and went dripping like a Triton to my Sea Nymph and had to scramble up a grated window fenced with iron within and without, lest the lover get in or the lady get out.'

Marmeluke is in a whimsical mood. You are reminded of the story of the emperor who played the fiddle whilst his city burnt. Nevertheless, you implore him to help you so that you may escape death or worse.

'I will help you, my friend, and maybe at the same time, you could help me. A friend of mine at the docks has a large amount of dried meat, wine, herbs and other perishables that he has come to sell. Unfortunately, for him, the merchant he was going to sell it all to, a Judain, was dragged off to Grond yesterday. He won't be able to go anywhere else to sell it all before a lot of his stock goes off so he is desperate. If we can find him a buyer, he will give us a cut. What do you say, my friend? Know anyone?'

You think of Ginath, an aged merchant, and friend of Caiaphas. If he is still in the city, he would definitely want some low price food and drink, either to sell for a profit or to aid the Judain still trapped in the city. You tell Marmeluke your plan.

'Well, my friend. If you don't mind dodging the Overlord's guards for a night, I think we can make ourselves a tidy profit.'

If you go along with Marmeluke's plan, turn to [413](#)

If you decide that it is too dangerous and leave the city, instead, turn to [42](#)

383

You knew that the uniforms would come in handy. You bid your companions to put them on. When it is dark, you take to the streets. They are strangely deserted. Apart from noticing a patrol from a distance (they ignore you), you see no one else. You don't even see any signs of Hate. However, there is a tension in the air. This seems to be the calm before the storm.

Eventually, you reach the warehouse. Turn to [80](#)

384

Only when you have put a safe distance between you and Mire Street do you pause to inspect the diamond. It is as large as a walnut, and sparkles like a drop of crystallised starlight. The beauty takes your breath away and you have seen some excellent gems in your time. It would have made a fine sceptre for the Overlord, but you'll put it to more practical use. Dropping it in your pocket (remember to add it to your list of possessions if you have no more room for it, you will have to drop something else) you decide what to do next.

If you try to fence the diamond, turn to [251](#)

If you return to Ahab with the diamond, turn to [220](#)

If you decide to betray Ahab and the Sycaari and strike out on your own with the diamond, turn to [173](#)

385

Eventually, you and your companions come to a fork. One road leads to Bagoë, the other to Burg. You and your companions split what meagre supplies you have left between you and go your separate ways. Some of them head up to Burg, whilst the others go up the road to Bagoë. They plan on staying with relatives, friends or just laying low. The Judain all thank you for getting them out of the city alive. Your good deed will live on through these people.

Add the codeword Satori to your notes.

What will you do now?

If you head north to Bagoë, turn to [496](#)

If you head west to Burg and the Great Forest, turn to [358](#)

386

'You'll languish in the Rift for this, Judain scum, for all eternity. You'll join me here in the swamp of Hate. You'll rue the day you wouldn't offer a helping hand to an old soldier...'

He breaks off and moans in despair. His flesh is mottled horribly and a gaping wound on his neck seems to have the pus of Hate oozing out of it rather than blood. You could never describe the horror of seeing these lost souls in their degradation. All you can do is try to keep hold of your sanity.

You close your ears to the sounds of torment and walk on. Turn to [376](#)

387

Standing beneath the Tower of the Sentinel which looms three hundred feet above you against the glowering dusk of the sky, you feel very small and alone. If the greatest thieves of Godorno have tried to climb this tower and failed, what hope is there for this poor Judain?

At the top of the Sentinel's tower is the Jewel of Sunset Fire. It is reputed to be able to vanquish evil. The jewel was placed here by the mysterious and powerful sorceress Erika to prevent it falling into the wrong hands.

The sheer-sided tower is chequered grey and red mosaic tiles, overlain with the black grime of centuries. It has stood on this spot since before the coming of the corsairs who ravaged the old Empire. It was a lighthouse for Godorno before the sea level dropped in the Great Cataclysm. Looking up at the gaunt forbidding tower as it juts against the grey sky you are reminded of the frontispiece book you saw once The Tale of Nuth, Prince of Thieves which tells of the vain attempt to steal the jewel by the greatest thief of the Old Empire.

The black gate is reached under a trellis which is woven thickly with purple kiss-flowers that smell unpleasantly like honeysuckle. To your surprise it opens at your touch and you walk into the atrium where small trees are growing in tubs.

There is a curving marble staircase that leads up into the tower itself and you begin your long and dangerous climb. Turn to [459](#)

388

The Jewel of Sunset Fire has wounded Hate grievously, but it still alive and capable of destroying Godorno. You must destroy it.

If you run to get the jewel and use it again, turn to [141](#)

If you have the Jade Warrior's sword and wish to finish Hate off with that, turn to [125](#)

If you have the ivory pomegranate and wish to use that to destroy Hate, turn to [40](#)

If you flee from Hate, turn to [476](#)

389

You find Marmeluke in his hovel, roasting some rats over a fire. He greets you warmly and offers you some of his food. Despite the fare, you wolf down your rat as you have barely eaten properly since getting back to Godorno. Marmeluke is in a whimsical mood. He tells you about a pair of bourgeois girls he was seeing this morning.

'People are scared, now. They want someone to protect them and comfort them. I have decided to take up that task.'

You try to get him back onto your mission and implore him to help you for the sake of your people.

'I will help you, my friend,' he says 'if only to rid myself of the wailing of the prisoners, which are a constant affront to my sanity.'

'Thankyou my friend. We shall break in through the catacombs under the city.'

'No need to brave the horrors of the catacombs. I will distract the guards while you slip past into the fortress.'

You hear Marmeluke's plan and finish your rat before you leave and head for Grond.

You both scurry through the back alleys to the prison. At first it seems as though the plan will fail.

When he hammers on the great gates of Grond there is no reply.

He hammers on the door again, saying he is the Overlord's messenger. Fortunately, the Overlord does use a Tartar like Marmeluke as a courier. At length there is a great clanking and grinding and the gates start to inch apart. It is a great labour to open them with the iron machinery forged by smiths from the mountains and he calls out a hearty thanks, but there is no one to answer his call. It is as if the gate was opened by ghosts. The sweet cloying smell of crushed roses and honeysuckle lingers here. This is the same smell you experienced when you encountered the purple blob in the streets. Something is terribly wrong.

You decide not to risk Marmeluke's life any further and step inside the prison fortress alone, despite his protestations. Turn to [153](#)

390

Add the codeword Chronos to your notes.

Lucie is the sweetest girl to grace the cesspit of Godorno. The thought of her pretty face and golden hair bring butterflies to your stomach. You can't bear to leave Godorno without seeing her again. You traverse the narrow side streets to her hovel. When you get there, you brush yourself down before knocking on the door. Before your hand makes contact with the rotting wood, however the door flies open to reveal Lucie. Despite wearing a ragged dress, she is as radiant as ever. She looks you up and down. 'Oh. It's you. Didn't think you'd be here, what with the Judain being hunted like dogs. I'm just going to see my friends at the Silver Eel!' She says before running off down the street.

You follow her as best you can. Lucie's light little feet carry her to the door of the notorious Silver Eel tavern. A long, low, dark grey building without a single window facing out onto the street, it is a well known haunt of thieves and cutthroats. On the steps Lucie is greeted by a huge man dressed in black quilted leather armour, who has a brush of corn yellow hair in corkscrew spirals. They enter the tavern together and you follow them in.

The inside of the Silver Eel is much as you expected. Sawdust covers curdled puddles of vomit or blood on the creaking floor. There are rough trestles for seats, a few with initials carved deep into the dark old wood it is amazing that most of these lowlifes even know how to write their initials. The thick green bottle-glass of the lanterns gives the whole of the interior a strange unreal look. A dozen pairs of eyes swivel, assessing you at a glance before returning to drinks of companions.

The tall blonde man has walked to the bar and ordered firewater for himself and lemon biters for Lucie. He is dressed in a suit of the most outlandish leather and mail armour you have ever seen. It is a patchwork quilt of jagged bosses and scales, which altogether make a very striking and rather chilling outfit to look upon.

The landlord, an ex-captain at the duelling school with scars and the tip of an ear missing as a testament to the many fights he has been in with unruly customers, is quick to serve this towering figure of a young man. Lucie is quite at ease with him as if she knows him well.

The tall blonde man darts a glance at you and looks quizzical. He is very pale of skin and his cheekbones are dusted with freckles. Lucie puts an arm around his waist and whispers something. He replies and you hear the word 'Judain', after which he hawks a goblet of phlegm into the sawdust. He puts his hand on Lucie's bottom but she smacks it away and takes her drink to her table in a nook at the back of the tavern, followed by the tall stranger. There is a group of four men drinking small beer who could be either artisans or thieves. Two women wearing lace and silks and not much of either laugh scurrilously in the alcove beyond, and a single dark figure lurks at the far end of the bar smoking a pipe.

Will you order a drink from the bar (turn to [306](#))

Talk to the gang of four (turn to [289](#))

or join Lucie and the tall stranger (turn to [132](#))

391

You take your knife and aim carefully. It will be difficult to strike the Overlord a deadly blow. Then something flaps down from the canopy of the Overlord's bed. It looks like a black blanket and it floats towards you. You throw your knife which strikes the thing instead of the Overlord. It was getting in your way. The black blanket flops down onto the carpet, twitching. Then you hear the noise. The heavy footfalls of at least twenty men are getting closer. The Overlord's personal guard will be in his room soon. You hear the sounds of orders being barked. They know there is an intruder.

Remove the knife from your list of items.

If you decide to flee, turn to [416](#)

If you stand your ground turn to [524](#)

392

You apply the healing salve to the man's bruises and wounds (remove the healing salve from your items).

After a few minutes, the colour returns to the man's face and his eyelids flutter open. He looks at you in confusion.

'I was robbed. Some brigands beat me and left me here.'

You assure him that he is safe and offer to take him to the nearest place of rest. After a few hours of slow walking (the man has not entirely recovered), you eventually come to a roadside inn. You enter it and explain the man's plight to the accommodating innkeeper who agrees to send for a healer and look after the man until he recovers.

The man thanks you tearfully for saving his life.

'I only wish I had something to give you in return.' He says.

However, the feeling of pride you have for your good deed is reward enough.

Add the codeword Satori to your notes.

You decide what to do next. Turn to [377](#)

393

You know very little about horses, so you climb on its back and pray that it will carry you out of the city. The horse, free from its reins surges into a gallop and you hang on grimly. Luckily for you, the road to the main gate is straight. Within a few minutes you can see the wooden arches of the double gate ahead. People jump aside at the last moment from the path of your frothing mount.

The horse is still galloping wildly as you approach the gate and the gate guards tumble out of their guard house to stop you. One tries to grab the bridle but misses and falls over. Another is winding his crossbow. As you gallop past, he lets fly and the bolt catches you in the side.

Lose 2 Life Points.

Despite the wound, you hang on grimly as the twang of crossbows echoes from behind. Bolts zip past your ears. The horse gallops on, leaving pursuit behind. The towers and minarets of Godorno are lost to view by the time the horse runs itself out.

You dismount and carry on up the trade road on foot. Turn to [516](#)

394

With all your strength, you manage to pull against the tentacles and reach for your blade. You unsheathe it and use it to slice through the tentacles holding you.

Before the monster can ensnare you again, you flee. Turn to [408](#)

395

You volunteer your services and follow Talmai and her remaining allies to an abandoned tavern. Soon you are sitting at a long table, talking about Hate. Talmai tells you what her group has learned

'A week ago, we realised that there were fewer sightings and attacks by Hate. At first, we thought that the creature had disappeared or died.' Talmai points at a large man with long black hair 'Kelman here was working at the docks when he saw a gigantic purple worm rise up out of the water before submerging itself again. Hate hasn't disappeared. It has turned into a huge creature and we think that it is gathering its strength to destroy the city.'

'What's your plan?' You ask.

'Hate cannot abide the touch of any of us. If we got enough weapons, we could take on Hate and try to destroy it.'

'Is that your plan?'

'It's the best plan we have. Look around you. The city is doomed. We can die on our knees or die on our feet, doing what we believe is right. That's all I ask for my death.'

Her companions nod in agreement. They all believe that they are doomed. However, such as belief has not taken away their hope, but rather they seem to have accepted it calmly and decided that their deaths will change nothing. Such courage is inspiring.

'Do we have any weapons?'

'No, but Horace, one of the Overlord's guards told us about the armouries in the city. There is one nearby. I need a group of people to get the weapons we need tonight. I think Hate will try to destroy the city tomorrow.'

'Why do you think that?'

'Because the Overlord is giving a speech to the people. He is the one who started this wave of hate. He is the source of this city's disease. Where he goes, Hate will follow.'

You agree to help get the weapons along with three other members of the group. Talmai shows you a map of the streets and tells you where the Overlord's men patrol and where the armoury is. You spend an hour making plans.

If you have Streetwise, turn to [462](#)

If you have Cunning, turn to [440](#)

If you have Roguery, turn to [383](#)

If you don't have any of the above abilities, turn to [482](#)

396

'The Megiddo tombs are guarded by four giant jade statues, each with a magical sword. They have protected the tombs tirelessly for centuries now. They don't eat, they don't sleep and they don't bleed. Even a budding hero such as yourself would be no match for them. However, I have studied constructs such as these and I know how their magic works. They have a weakness smoke confuses them and make them more vulnerable. You need a way to make smoke. Then you need to steal the sword with the brightest halo to command them. The jade warriors will obey any human who carries that sword.'

Erika gives you a block of incense. Add the incense to your adventure sheet.

Add the codeword Jade to your adventure sheet.

She then goes to a bookshelf where she finds a book. She brings it back to you and opens it to reveal a map of tunnels.

'This is a map of the sewers. It shows you how to get into the tomb of the Megiddo Dynasty. I don't want you to get lost in there as who knows what horrors lurk in the ancient ruins and disgusting mire water under the city.'

Erika gives you the book to help you guide your way.

Add the book of maps to your possessions.

Erika has more help for you.

If you have the Folklore skill, turn to [185](#)

If you don't have the Folklore skill, turn to [284](#)

397

You draw your weapon and slash at the tentacle that is pulling you towards the blob. There is a squeal as the blade cuts through the tentacle, freeing you from its grisly embrace. More tentacles shoot out and grab the blade, pulling it away from you. You try to pull but the creature does not let go. You risk losing your sword to the monster.

If you continue to pull at your weapon, turn to [498](#)

If you let go of your weapon, delete it from your possessions (unless it was from a set of throwing knives) and turn to [211](#)

398

He is a tough-looking burly man and obviously used to dealing with rowdies like yourself. He snatches up a bottle ready to smash it against your skull. He had not reckoned with your skill at unarmed combat, however. You wrestle with him, throwing him against the bar repeatedly and then seizing his right arm, you twist it up behind his back. Your skill and speed are too much for his brute strength and your mental attitude has been hardened by adversity as you have watched the subjugation of your people.

He is in pain now and submits, becoming totally still. You make him pour you a drink of ale.

If you ask the landlord how business is going, turn to [466](#)

If you ask the landlord about Lucie and the stranger, turn to [267](#)

399

As you make a dash for the jewel the spider drops to flatten you. Its heavy bloated black sack of an abdomen engulfs you and you are borne to the floor, where you begin to suffocate. Terror lends you the strength of seven but even as you try to fight your way clear, the spider's venom does its deadly work. The likeness of you at the top of the stairs did indeed tell the story of your grisly and hopeless fate. The Jewel of Sunset Fire cannot so easily be stolen from the tower.

400

You return to the dank cellar to find Ahab sitting at a desk, staring at a pile of papers scattered before him. You throw the head on the desk before him 'Well done!' Says Ahab. You tell him that the man was suffering some kind of rabid madness bought on by the plague.

'It does not matter. He was an enemy. The plague was too good for him. Now stop worrying about that and listen. I can see that you can be of some use to us, but you still need to prove your worth. Recently, a man came to me. He had been a jeweller's assistant, but he was fired when he protested against a Judain owned diamond being seized by force and taken to his employer's shop to be fashioned into a new sceptre for the Overlord. The man is under our jurisdiction now. He asked captain Tormil to escape, but that ruffian demanded all of the man's possessions. I'm going to have his head one day. Anyway, find the diamond and sell it. That will strike a blow to the Overlord and give us some much needed funds.

You set off on your mission. Turn to [292](#)

401

Your spell of Invisibility works as neatly as it always does. You congratulate yourself and make a mental note you could earn good money as teacher of spellcasting at a sorcerer's academy. You walk through the gate unseen and to the freedom of the wilderness. By the time the spell expires, you may not be out of sight of the guards, but at least you are out of the range of their crossbows.

You decide what to do next. Turn to [552](#)

402

You knew your luck couldn't hold out for long. The guard spots the three of you and approaches, drawing his sword. You are out after curfew and you will be sent to the hell-hole prison of Grond if you aren't careful. The guard would be easy to take on by himself, but he has a horn where he could summon dozens of soldiers to overwhelm you.

If you have 50 gleenars, you could bribe the guard [11](#)
Otherwise, you have to run for it 5

403

The guards are some distance away. You prepare your knife and throw. It lands right in one guard's head. He collapses to the ground. The other two stop kicking the Judain, draw their swords and charge at you.

If you have another knife, turn to [71](#)
If not, turn to [193](#)

404

The slaughter is swift and bloody. The look of disgust in the eyes of your fellow Judain when it is over and there are only the moans of the dying is eloquent testimony that revenge is a bitter fruit. How could you have let your people commit such barbaric atrocities?

If you have the codeword Satori, delete it. If you don't, gain the codeword Venefix.

It is time to leave the prison. Turn to [351](#)

405

The brigands accept you into their band and although life is hard, you flourish. Within a month, you are leading your own band of half a dozen men to prey on travellers. Your wounds have also healed and you have accrued some items and money.

Restore all lost Life Points. You may add the following things to your equipment list:

A sword

A knife

100 gleenars

One day, you lead your men onto the road to find a ragged lone traveller there. He is a skinny middle aged man with a scraggy beard and bags under his eyes. Upon seeing your band, he falls to his knees.

'Mercy! I have nothing of value! I am a Judain slave who has escaped the horrors of Godorno!'

Despite your band's call for blood, your curiosity about your home is ignited.

'How fare the Judain in Godorno?'

'It has become even worse than you could have imagined. A few weeks ago, Caiaphas the rabbi gave a sermon at the synagogue calling for an end to hostility between the Judain and the other folk. He said that the actions of the Sycaari would only create a cycle of hatred and violence which would bring everything to ruin. His sermon angered many the Sycaari and the non-Judain. No one knows how it started, but people began rioting and smashing up the synagogue. The Overlord's men did nothing to prevent this and actually joined in. By the next morning, the synagogue was in ruins and Caiaphas had been killed. After that, things got worse. All the Judain were reduced to hiding out in cellars and stealing to survive. As if that wasn't bad enough, a plague broke out. It isn't like any disease I've seen. It reduces people to violent maniacs who have no control. If that's not bad enough people are disappearing at night. It truly is the end times for Godorno.'

You listen to this story in shock. Caiaphas, the man who had been like a father to you, had been killed for preaching an end to violence. The synagogue had been destroyed. Things had gone too far. But you think about your new life here. Do you even need to care any more?

If you kill the man and steal what he has, turn to [320](#)

If you let the man go, turn to [160](#)

406

You eventually reach Godorno. The gate is manned by grim-looking sentries in the black leather uniform of the Overlord's city watch. There are four of them, sitting two and two on benches set into the wall of the gatehouse that spans the road between the two gates. The outer gate opens outward into the countryside and the inner gate opens inward into the city. Each man has a sword and a crossbow, though their bows look a little rusty through lack of use.

If you have Spells and a wand, you can control their minds. Turn to [258](#)

If you have Cunning, turn to [224](#)

If you have Streetwise, turn to [361](#)

If you have 40 gleenars, you could bribe the guards. Turn to [172](#)

If you have none of these skills and not enough money, turn to [21](#)

407

The part of your body that was touching the purple slime burns intensely. Your skin is red and has several blisters and weals on it. The pain is almost unbearable.

Lose 3 Life Points. If you have an ivory pomegranate, lose 2 life points instead.

You frantically climb out of the cellar and run to a barrel of rainwater on the street where you plunge your arm but the coolness it brings is scant relief. Once the pain has subsided, you decide that you cannot survive alone. You think about making contact with some friends in the city. You could look for your friend Ahab, member of the Sycaari or you visit Ruth, Caiaphas's widow, in order to offer your condolences and any help that she might want. She is with Caiaphas's child and this time must be very hard for her.

If you visit Ahab, turn to [420](#)

If you visit Ruth, turn to [246](#)

408

As you flee the monster, you feel warm viscous slime strike you in the back. You run on, not wanting to stop and let the monster catch you, but you feel that the slime running down your back and legs. Once you feel that you are safe, you head over to a barrel full of water in the street and wash it off.

If you have an ivory pomegranate or the codeword Satori, the slime has not affected you at all.

If you have the codeword Venefix, the slime has eaten into your skin and flesh, causing a lot of pain and making your movement more restricted. Lose 3 Life Points, and if you have the Agility skill, lose that.

If none of these apply, the slime causes a stinging sensation all down your back. Lose 1 Life Point.

If you are still alive, you head back to somewhere safe before you have another encounter. Turn to [108](#)

409

Tyutchev is one of the greatest living warriors. His sword has drunk the blood of scores of unfortunates who crossed him, or perhaps just admitted to worshiping the wrong god. There is a gleam of pleasure in his cruel eyes as he hefts his sword in one hand. You can be sure that he will grant you no mercy if he beats you. His weapon is almost two feet longer than your blade and its reach is immense.

If you have the Swordplay, turn to [520](#)

If you have neither skill, turn to [101](#)

410

The damage you have caused to Hate, combined with swallowing an artefact of great holiness is too much for the monster to bear. Its shuddering turns to shaking and spasming. Hate writes and lashes out in agony, desperate to free itself of its magical chains, but its strength is fading. It starts to shrink and wither before your eyes, until eventually, there is nothing left but a hunk of black rock, no bigger than your fist.

Hate has been defeated. Turn to [51](#)

411

You and Ruth slink through the streets, dodging gangs and patrols in alley ways. It takes an age to make what should be a twenty minute walk. Eventually, you return to Ruth's house. She leads you to the living room. Gone is most of the furniture and anything valuable. Instead, there is a wooden table with four wooden chairs around it. Ruth makes you and her a cup of tea. When she sits down with you, she tells you what happened since you left 'Before Caiaphas and I would have left the city, he made one last sermon at the synagogue. He preached that the Sycaari's retaliation at the Overlord's brutal treatment would never end it. It would only exacerbate the situation and lead to a cycle of violence and hate. Upon hearing this, people started shouting "coward" and "traitor" at him. Before we could act, the congregation had started rioting. They charged at Caiaphas who got engulfed by the crowd. I ran to find him, but Ishmael dragged me away in order to save me. When I returned the next day, I had found that the mob had torched the synagogue. It is now nothing but a blackened ruin. The synagogue that Caiaphas spent decades...'

Ruth breaks down into tears. You promise that you will make sure that Caiaphas's dream lives on with you.

'I wish that could be true, but things have only got worse. The Overlord blamed the riot on the Sycaari and cracked down even more on the Judain. Many were dragged off to Grond. The Sycaari leaders were killed. Your friend Ahab is the leader of the Sycaari now. He has declared war on the Overlord and assassinations occur every day. The streets are becoming a war zone.'

'What will you do?'

'I am being smuggled out of the city tonight. There is a small group of people who still stand for Caiaphas's ideal of uniting the city. They are helping as many people as they can to leave. I will be gone by tonight. I would ask you to come, but it looks like you are here to stay.'

You thank her for her hospitality and head off to find a place to hide. Turn to [422](#)

412

Bracing yourself, you crouch with both hands holding your sword aloft. The monster wraps itself around the sword point, constricts and pierces itself. There is no blood but with one mighty rip you cleave the thing in twain. It flops on the floor, twitching slightly then falls still. Only sorcery can create a beast without lifeblood in it. However, speculation on the thing's origin is a luxury you cannot afford. You hear the tramping of boots. At least twenty men are heading towards the Overlord's room. You hear orders being barked. They know that there is an intruder.

If you stand your ground, turn to [524](#)

If you slip out of the filigree of the carpet and flee, turn to [416](#)

413

Add the codeword Chronos to your notes.

'Excellent!' Says Marmeluke. You immediately head down to the docks where you meet the merchant, a muscular man with a weather beaten face called Jared.

You don't have much of a plan. You simply decide to load as much stock as possible into sacks and carry it to Ginath's house. The streets are crawling with the Overlord's men and you don't even know if he is still in the city, but it is the best plan you have.

However, the plan goes quite well. On your first trip you see no one before you get to Ginath's house. After some vigorous knocking, he eventually comes to the door, bleary eyed and looking very grumpy. However, upon showing him the goods and hearing the price that Jared is willing to accept, he soon perks up and you are soon going back and forth through the city, carrying sacks of food and drink. However, your luck does not hold out for long. On a return trip, you notice a guard in black leather, standing around outside Jared's boat. He doesn't look like he is going anywhere either.

If you have the Roguery skill, turn to [210](#)

If you have the Throwing skill and a knife, turn to [276](#)

If you have the charms skill, turn to [152](#)

If you have none of these skills, turn to [402](#)

If you have the Spells skill and a wand, turn to [12](#)

414

You decide to stay. Maybe you could do something to help your people when the Overlord finally shows his face.

You make your way back through the deserted streets to your hovel, lie on your pallet and drift off to sleep. Turn to [178](#)

415

As you approach Greenbark Plaza, you hear the bell of the town crier and then then hear him making a proclamation. The crowd gathered to hear the Overlord's commandments starts shouting excitedly. You can't make out their cries, but they remind you of a pack of hounds baying for blood. Your spine tingles at the sound and you hurry away. Rounding a corner, you see three Judain running from the plaza. There is a mob in full cry behind them.

Seeing a derelict villa nearby you push through the gate to hide in the overgrown garden. Listening to the blood curdling yells of a mob that seems to be rampaging back and forth across the city you decide the time has come to leave Godorno.

If you decide to leave via the main gate to the trade route, turn to [344](#)

If you decide to stow away on a barge, turn to [522](#)

If you decide that you want to risk staying a little longer so that you can visit one of your friends, turn to [467](#)

416

You leave the Overlord's chamber and hurry down some spiral stairs. Down, down you go, deeper into the bowels of the palace, stopping only to take a torch from a bracket. Deeper you go, until you come to an ancient corridor, covered in spider's webs. This must lead to the catacombs, you think.

You remember all the tales you heard of the horrors that lurked in the catacombs under the city. As you navigate the tunnels, you hope that they weren't true. Turn to [335](#)

417

'Thankyou for saving me. My name is Zarach.' Says the man 'I would have been dragged off to Grond if it wasn't for you.'

'You're welcome. I'd start to be more careful around here.'

'No danger of that. I'm leaving as soon as I can. However, if there is anything I could do to help you, please ask.'

You tell the man that you are looking for a way to save the Judain.

'I think the problem is greater than just the Judain. Last night, I saw something so horrible, I will never forget it. I saw a huge purple blob like creature with tentacles flailing around. It was grabbing people and absorbing them into its purple flesh. I saw it for barely a minute before I fled the scene. That monster can only be one thing Hate itself. The creature is punishing the city for its excesses. Before long Godorno will be at the bottom of the ocean.'

'But there must be something we could do to save the city.'

'To destroy a force that primal and ancient, you will need something equally ancient and powerful. Under the city are the catacombs. The ancients buried many powerful artefacts with their rulers and there might be something powerful enough to destroy Hate. Here this may help.'

Zarach reaches into a bag and pulls out a small spherical emerald on a silver chain and offers it to you.

'This belonged to the elves of the forest, but they gifted it to me as thanks for helping save some of their trees from loggers. It will bring you luck.'

Add the emerald amulet to your possessions. If you have the Charms skill, it counts as a magic amulet. If you don't have the Charms skill, you may choose an option for Charms once in this adventure if you have the amulet.

You thank the man and wish him well for his journey. You decide to head back to your hideout before it gets dark.

Turn to [262](#)

418

You are looking over the eastern courtyard where the prisoners are brought daily to exercise but there is no one in sight. The barred windows of the towers at each corner of the towers at each corner of the quadrangle are all shut. There is no sign of Captain Khmer, the commandant of the prison, or his men. You decide to go deeper into the prison and walk carefully to the opposite tower.

The door creaks and the familiar cloying smell of Hate assaults your nostrils. The silence is oppressive but you wonder why you can't hear the screams of the tormented prisoners. Screwing up your courage you walk on into the inner ring of the fortress.

Piles of masonry and strange holes in the ground that lead to lightless pits among the old fortress foundations do nothing to calm your fears. Turn to [41](#)

419

You know a bit about horses and can ride quite well. Looking at the horse, you see it is flinching from its own shadow. Taking the bridle you turn it till it is facing the sun so it can no longer see its shadow. Mounting safely, you give the horse free rein. It surges into a gallop and you hang on grimly. Luckily for you, it is heading towards the main gate on a straight road. Within a few minutes, you can see the wooden arches of the double gate ahead.

People jump aside at the last moment from the path of your frothing mount.

The horse is still galloping wildly as you approach the gate. Guards tumble out of the gatehouse to stop you. One tries to grab the bridle but misses and falls over. Another is winding his crossbow. You yank the bridle, turning the horse so it gallops towards the guard with the crossbow. Not wanting to be trampled, the guard flings the crossbow aside and dives out of the way. You hang on grimly as you ride through the gate. You hear the twang of crossbows from behind. Bolts zip past your ears, but, thankfully, none of them hit you. The horse gallops on, leaving Godorno and its hate filled citizens behind.

Eventually, the horse runs itself out and you travel up the trade route on foot. Turn to [516](#)

420

If anyone can protect you from the Overlord's men, it will be the Sycaari. Ahab will be able to find you somewhere safe to stay. You walk down the streets, occasionally nipping into alley ways to avoid the Overlord's patrols. What should be a short walk takes an age. Eventually, you get to the burnt out building where you know Ahab and some other Sycaari were hiding. As you approach it, two men appear from the ruins and walk towards you, eying you as you approach them.

If you have the codeword Shank on your adventure sheet, turn to [478](#)

If you have the codeword Hased on your adventure sheet, turn to [315](#)

If you have neither codeword, turn to [316](#)

421

The guard squeezes your hand fiercely and tries to heave himself out of Hate's soft embrace. You are drawn towards the purple flesh as the guard, driven to feats of great strength by terror, pulls on you for all he is worth.

If you have an ivory pomegranate, turn to [499](#)

If you have Charms and an amulet, turn to [176](#)

If neither of these apply, turn to [66](#)

422

Add the codeword Levad to your adventure sheet.

You think about how you are going to survive in this city whilst also stopping the Overlord.

If you have Folklore, turn to [163](#)

If you don't, turn to [432](#)

423

Just as you are about to open the door to the house, it flies open. Before you stands a ragged, skinny man, who, upon seeing you screams in rage. For a single moment, you look into his green eyes. They are filled with nothing but pure hate. The man then launches himself at you, knocking you to the ground and pummeling you with his fists whilst screaming. You are hard pressed to put up resistance to such a furious attack.

Lose 4 Life Points. If you have the Unarmed Combat skill, lose 3 Life Points. If you have the Swordplay skill and a sword, you lose 2 Life Point.

If you survive, you inspect the body. This must be a victim of the plague you heard of. If so, you offer a quick prayer that you never go that way. The man had been reduced to little more than a rabid animal, driven only by a need to kill. His death was a mercy.

You do not want to touch this man's flesh, so you kick his body back into the ruined house and down into a cellar. His body disappears into the darkness and you hear a thump as it hits the ground. No one will be finding him for a while.

You go to another house and hide in its cellar so that you can get some sleep. Turn to [534](#)

424

You leave the Silver Eel tavern, determined never to darken its doors again. You decide that it is time that you fled the city for good.

If you decide to leave via the main gate to the trade route, turn to [344](#)

If you decide to stow away on a barge, turn to [522](#)

425

'It is good to see you again, my friend. Things have taken a turn for the worse since we last met. The Overlord's men got wind of where most of our hideouts were, raided them and slaughtered everyone they found without mercy. They also killed all the lepers we rescued. It's because of them that the score of us you see moved to a new hideout that the Overlord's men didn't know about. Until now. We're the only ones left. Something big is going to happen soon. If we are going to save the city, we need to do something now. Will you help us?'

If you volunteer to join the group, turn to [395](#)

If you refuse and decide to leave the city, turn to [113](#)

If you have Roguery, turn to [202](#)

426

Deduct 200 gleenars from your adventure sheet.

Ahab scowls at the sum, but takes it 'You should have looked harder for someone to fence the diamond to. It was worth more than that. The next time I send you on a mission, I want you to do better.'

Nevertheless, he lets you stay and motions to a door.

You walk through it to find several people asleep on a straw covered floor. You join them. Turn to [349](#)

427

Lucie suddenly says, 'Spare the Judain, Tyutchev, for me. The Overlord's men will do for the poor wretch soon, anyway.'

'If it makes you happy,' Tyutchev shrugs and carefully slides his sword back into the scabbard strapped to his back.

'What's the Judain to you?'

'A hero, valiant and true.'

'I didn't know you added such undesirables to your list of lovers,' he says, giving you a sneering sidelong look.

'We had a meeting arranged, but we were disturbed,' says Lucie 'I wish to speak with the Judain. Leave us, please, Tyutchev.'

'As you wish, girl. Will you come to my abode this evening?'

'Will Cassandra be there?'

'No. She took a ship for Aleppo on the rising tide. We'll be alone.' So saying he turns on his heel, his black cloak flaring out like a sail, and walks out of the Silver Eel in five great strides.

You are finally alone with Lucie. Turn to [458](#)

428

You are quick and nimble and manage to unwind yourself from the tentacles.

Not waiting for them to ensnare you again, you flee. Turn to [408](#)

429

The guards crane their heads towards you, desperate for you to save them. They goggle at you comically, as if they have never seen a person free to walk about on the Earth before.

'Here, grab my hand,' implores one of the guards, who is standing in Hate up to his knees. He tries to smile at you but it is the smile of a traitor.

Will you grab his proffered hand and drag him out (turn to [421](#))?

Or ignore him and pass on down the line (turn to [386](#))?

430

You fling open one cell door to find yourself facing a dozen spears 'What are you doing here?' barks a guard 'If you open that door, that blob might get in!'

'It's not moving for the moment. Get out whilst you can.'

The guards push past you and enter the central area of the prison where the Judain and other prisoners are leaving. The Judain can see their tormentors among them and they want to take their revenge 'Now die dogs, die slowly and in pain!' they cry 'Let us see how you like to be put to torture. Kill them! Heat the irons and warm their vitals.' Some Judain grab some rods and weapons that have been scattered around and charge at the guards. The guards ready their spears, but they know that their days are numbered against so many foes who are bent for their blood.

If you want to stop the slaughter that is about to happen, you are going to have to be prepared to kill one of your fellow Judain. In the heat of the moment, there is no time for finesse, and your people are behaving like savage bears who have lost all control. Turn to [54](#)

If you let your people take their natural revenge, turn to [404](#)

431

The Overlord lies beside one of his concubines, the silk sheets disturbed by the restless tossing and turning. The back of the girl is towards you and her fair pale skin is disfigured by what look like vile purple birthmarks that are weeping a clear yellowish fluid and puckered at the edges. She seems to be sleeping the sleep of the damned. He is breathing stertorously and twitching occasionally, while she is as still as death. The smell of putrefaction is here just as it pervades and penetrates the whole city.

The richness of the wall hangings, furniture and pictures, ransacked and taxed from the old nobility, have been placed and hung without taste.

The Overlord lies there at your mercy. Will you follow Ahab's orders and kill him? Or possibly carry off the concubine so that you can question her and find out what is happening to the city and the Overlord?

If you decide to get to the bed to do this, turn to [517](#)

If you decide that discretion is the better part of valour and make a run for it, turn to [416](#)

432

Dodging the Overlord's soldiers turns what would be an easy walk into a nightmarish series of short hops between patrols. You are continually forced to lie low for long periods until the coast is clear. Not until early evening do you reach the row of crooked houses, long since abandoned and ransacked on a small street called Bumble Row. You approach one, intending to find a cellar to lie low in.

If you have an ivory pomegranate, turn to [278](#)

If you don't have an ivory pomegranate, but you do have the Charms skill, turn to [150](#)

If you have the Streetwise skill, turn to [236](#)

If none of these apply to you, turn to [423](#)

433

How will you attack the giant spider that lurks so menacingly above? The fresco outside the door warned you only too clearly of your fate should you falter or fail.

If you have Spells and a wand, turn to [149](#)

If you have a knife and wish to throw it at the spider (Throwing is not needed here) turn to [12](#)

If you have a Jade Warrior's sword and wish to throw that, turn to [56](#)

If you have a diamond and wish to use it, turn to [503](#)

Otherwise you will have to make a dash for the jewel (turn to [399](#))

Or run for the exit (turn to [130](#))

434

Almost as soon as it starts, the burning sensation stops. The green glow around you is replaced by a glow of white light. You feel warm and powerful. The glow will protect you from Hate's assault.

For the battle with Hate, as long as you have the ivory pomegranate, whenever you are told to lose Life Points, you may reduce that number by 2 and lose that many Life Points instead.

Also, if you have the codeword Satori, whenever you are told to lose Life Points, you may reduce that number by a further 1.

You join the charge on Hate. Turn to [2](#)

435

You have failed in your mission to kill the Overlord. You think about what you will do. You don't know what Ahab will do if you report your failure. He has had nothing but scorn for you, even when you have succeeded in your missions, and he seems to grow more unhinged as his war wages on. On the other hand, you could just not return to him and instead try to save the Judain in another way. Hate is gaining in strength and it seems to be a more immediate threat to all who live in Godorno than the Overlord.

If you decide to return to Ahab, turn to [369](#)

If you decide to strike out alone, turn to [527](#)

436

It takes you a while to find your way back to the Sycaari's cellar, as there are many dangerous things in Godorno to avoid and to hide from. On your way back, you see a purple blob of Hate, about the size of a horse squelch its way down an alleyway. At least the creature has a powerful and distinctive smell, so you know when it is coming. You also have to duck into an alleyway to hide from a patrol of Overlord's men. As you hide, you hear them break down a door and drag off an old man. When he protests, you hear him being struck over the head and dragged away. The third time you have to stop, you see two men in the street, fighting like rabid dogs. They bite and scratch at each other until the both collapse to the ground exhausted and bleeding. As you sneak past them, you see that their skin has a shade of purple to it and their blood is a strange, dark colour. It is late when you return to the Sycaari's cellar, where Ahab is still poring over his map.

'I see you are back. We know that the Judain from Grond have been freed as many have come to us, wanting to help in their quest for vengeance. We now have a chance against the Overlord.'

He then barks an order to a timid young woman in the room 'Tend to this one's wounds, will you? Hurry up!'

Without saying a word, the young woman nods, grabs a leather satchel and rushes towards you, while Ahab goes back to talking with his lieutenants. She cleans and bandages and wounds you may have and gives you a draught of restorative potion.

Restore 5 Life Points.

When she has finished, you thank the young woman. She smiles with relief as if this is the first time someone hasn't berated her for something and then scurries away.

You see that Ahab is still deep in discussion, so you head to the room next door, find a space and go to sleep. Turn to [140](#)

437

How will you take on the Overlord's men?

If you have Cunning and wish to use it, turn to [114](#)

If you have Throwing and a knife and wish to use it, turn to [39](#)

If you charge into combat, turn to [17](#)

If you change your mind and flee, turn to [113](#)

438

As you are bathed in the green light, you feel extremely hot and feel something crawl about inside you. The experience is painful, but it only lasts a moment before dying down. Hate has tried to find corruption in your heart and awaken it, but there is nothing there to find. However, you are still in pain.

Lose 1 Life Point.

Your acts of goodness will provide some protection against Hate. In your combat with Hate, whenever you are told to lose Life Points, you may reduce that number by 1 and lose that number of Life Points instead.

You are determined to destroy this monster, but first you must get past its more physical weapons. Turn to [470](#)

439

The worm is such a big target that it will require no skill to hit with a knife. The knife flies towards the worm and the blade buries itself in the purple translucent flesh. However, the creature barely notices it and continues to advance on you. The tentacles wrap around your wrists and start to drag you towards the purple flesh.

Remove the knife from your list of possessions.

If you have an ivory pomegranate, turn to [85](#)

If you have the codeword Satori, turn to [105](#)

If you have the codeword Venefix, turn to [78](#)

If none of the above apply to you, turn to [481](#)

440

'If we split up, there is less chance that the Overlord's men will spot us and if they catch one of us, they won't catch all of us.' The others agree to this. Once darkness has fallen, you all leave the building and head to the warehouse along different routes. As you walk through the streets, you notice that they are completely deserted. There isn't even any sign of Hate. However, you believe that this is the calm before the storm. Eventually, you make it to the warehouse and meet all of your companions. One of them had the Overlord's men fire crossbow bolts at them, but they weren't hit and managed to outrun the patrol.

You turn your attentions to the warehouse. Turn to [80](#)

441

You stop for a moment, but Hate composes itself and sends more tentacles to lash at you. Before you can retreat, you are subjected to a nasty beating.

Lose 4 Life Points.

If you survive, you resolve to not let Hate trick you again. Turn to [388](#)

442

You run as fast as you can, but the guards are gaining on you. Eventually, you realise that you are not going to lose them, so you turn around and prepare to fight three sword wielding armoured guards. This is going to be tough.

Lose 5 Life Points. If you have the Unarmed Combat skill, lose 3 Life Points. If you have the Swordplay skill and a sword, lose 2 Life Points.

If you survive, you may take a sword from one of the corpses (add a sword to your possessions). You then return to the Judain's house to find him packing his belongings. [417](#)

443

One of Ahab's men, Kinor, a large, muscular, scarred man, leads you out of the cellar. If you don't have one, he gives you a knife (add it to your items) and tells you about your target.

'There is a gate guard who lives in the Old Quarter of the city. He took a bribe to turn a blind eye to some Judain being smuggled out of the city in a cart. Instead, he took the money and slaughtered them on sight. We need to avenge ourselves. Bring us his head.'

Kinor gives you the address of the guard and lets you get on your way.

As you traverse the labyrinthine alleys of the cities and you think about what you want to do. You want to help the Judain, but is assassinating the Overlord's men the way? You remember Caiaphas's last message that the war between the Sycaari and the Overlord will only feed Hate and lead to the destruction of everyone. But you don't know how you will bring the two sides together peacefully. Maybe the Overlord will only respond to a show of strength.

If you decide to go ahead with your mission, turn to [14](#)

If you decide to abandon the Sycaari and make your own way, turn to [121](#)

444

As Erika finishes her sentence, your vision become overwhelmed with blue light. When the light fades, you find yourself back in the docks. Your pouch feels heavier. When you look in it, you find that there are 50 more gleenars in there than you had before.

Add 50 gleenars to your adventure sheet. Add the word Chronos to your notes.

You feel a lot better equipped to deal with the ills of this city. The problem goes way beyond the oppression of the Overlord or the violence of the Sycaari instead, it seems that both sides are contributing to birthing a monster that would lay the city low. It would be foolish to get embroiled in their war; instead, you will need to battle Hate itself.

You see a patrol of the Overlord's guards and they remind you of Erika's words the city is too dangerous for you now, and you must leave it immediately. Turn to [42](#)

445

Thanks to your information, you already know where Melmelo lives. You make your way along twisting alleys until you stand before an ornamental villa with a hot bubbling fountain in front of it. The grandeur of the house is at odds with the ramshackle district in which it is located. This is the home of Melmelo, head of a loose alliance of crooks and shady merchants jocularly known as the Thieves' Guild, who between them have most crime in the city sewn up.

Delete the codeword larceny from your adventure sheet.

You knock on the front door. Turn to [540](#)

446

You must fight the soldier.

If you have Swordplay and a sword, lose 1 Life Point. If you have Unarmed Combat, lose 2 Life Points. If you don't have any combat skill, lose 3 Life Points.

If you survive, you see more soldiers. They draw their swords and approach you. You snatch up a book that the one you killed was carrying and sprint for the exit.

Outside the library, soldiers are piling books high and setting fire to them whilst laughing. You rush past them, wondering if the Overlord has gone mad.

You flee this place before you become a victim of this madness. Once you are a safe distance from the library, you look at the book you snatched up. It is entitled 'Maps of Godorno Through the Ages'.

You flick through the pages of the book, looking at maps of Godorno going back to the Megiddo dynasty. They are interesting, but you don't find them terribly useful. However, towards the back of the book are maps of the tunnels underground Godorno, including the locations of the ancient tombs filled with treasures.

If you would like to keep this book of maps, add it to your possessions.

You head back to your hideout. Turn to [474](#)

447

There are four guards, tall heavy-looking men with cold hard eyes. Each has a sword in his right hand and a dirk with a spike for catching blows in the left.

If you have Throwing and a knife and you wish to use it, turn to [36](#)

If you don't, you charge at the guards. Turn to [464](#)

448

The guards approach you, but you stay relaxed. You know how you will be able to get a dozen Judain out of the city with these guards' blessing. A tall, muscular man wearing a sergeant's insignia addresses you.

'What business do you have leaving the city?'

'Selling Judain slaves,' you reply, before spitting on the floor 'They don't get a good price here any more. No one wants to buy them.'

The seargeant motions to his men to search the cart, but you continue.

'Captain Tormil told me there would be no problem for me to leave, especially since he would have something for all you fine men when he next saw him.'

The sergeant orders his men to stop the search. It is an open secret that Tormil, captain of the guard, has been smuggling Judain out of the city for months. However, he is not motivated by kindness, but greed and demands all of their wealth in return. He makes sure they get out by sharing some of this wealth with the gate guards.'

The soldiers all smile wolfish smiles and wave you through. They will later find out that they have been duped, but you will be long gone by then. Turn to [332](#)

449

What item could possibly help you here?

If you use a mirror, turn to [309](#)

If you use a diamond, turn to [451](#)

If you have neither of these, you could use Spells and a wand if you can. Turn to [288](#)

Otherwise, you could try to open the door (turn to [506](#))

Of you could head back down the stairs and leave the tower. (Turn to [252](#))

450

It takes you a while to get to your destination. You are cautious and decide to nip into an alley or hide under a pile of rubbish at the first sign of someone heading your way. You don't care who they are, at this time of night, they would probably not be anyone you would want to meet.

Eventually, you make it to Fortuny Street, overshadowed by the Tower of the Sentinel. It is common knowledge that the tower contains some kind of treasure that has a value beyond money. However, knowing how good the thieves in this city are, the mages of the past built a huge tower to house this treasure and filled it with traps and the unknown sentinel that the tower is named after. Thieves have tried to steal this treasure, but none have returned. The mages decreed that the tower will give up its secret only when it is needed to save the city from destruction. You wonder if now is the time.

However, you have other things to do. You see the officer's house and decide to stake it out for a bit. None of the lights are on, so you decide to approach it. What surprises you is that the door is unlocked. Cautiously, you open it to find yourself standing in a scene of destruction. All the furniture in the house has been smashed to smithereens. Paper and coins litter the floor. But it's what in the centre of the room that catches your eye. There are two corpses lying there one of a man in black armour and one of a woman. The man has his hands around the woman's neck, whilst she has her hand on a knife that she had driven into the man's stomach. What could have caused this? On closer inspection, you see that the man's face is covered in purple pustules. His wide open green eyes stare back at you lifelessly. Is this what the plague does to people? Does it make them turn on their families?

Your thoughts are disturbed by the sound of sobbing. You go into another room to see a young girl here, no older than ten. Her big tear filled blue eyes stare at you, not in fear, but with resignation. This girl has just been orphaned and has nowhere to go. On the other hand, if you leave her, she may report you to the Overlord's guards and give them your description.

If you talk to the girl, turn to [199](#)

If you kill the girl, turn to [456](#)

451

You take the diamond out of your bag and walk over to the beam of light. You let the diamond catch the light, which makes it sparkle. As it does, the door starts to creak open.

You head through the door to your next challenge. Turn to [102](#)

452

Tyutchev orders the landlord to throw you a sword, which he does. You catch it.

Add the sword to your list of possessions.

As you stand ready, trying to get the feel of your new weapon, Tyutchev draws his own sword over his shoulder in a single fluid motion full of grace and power. There is a merciless glint in his dark eyes as he advances steadily towards you. Lucie looks on with keen interest.

If you rush past him and flee the inn, turn to [424](#)

If you fight him, turn to [409](#)

453

You cautiously take to the streets, trying to blend in with the crowds or find alleyways where you can skulk alone. Eventually, you make it to Tarkamandir's narrow shop, where you have bought many useful and interesting items in the past. A lamp is burning in the window. You creep up and peer through the shutters. Tarkamandir is alone polishing a carved ebony staff at his work bench. You knock on the door. After a few moments, it opens just a crack. Tarkamandir peeks out into the dusk then hurriedly waves you in 'Why are you here? If you have any sense, you would flee the city.' He says in a hushed voice as he closes the shutters 'That's why I'm here. I need some gear of you to do that, don't I?'

With that, Tarkamandir shows you the items that you might be able to afford.

You can buy a jar of healing salve for 20 gleenars. It can be used once to restore 1 Life Point.

You can buy a magic wand for 30 gleenars.

You can buy a magic amulet for 15 gleenars.

You can buy a sword for 15 gleenars.

You can buy a knife for 5 gleenars.

When you have finished purchasing items, you plan your escape of the city.

If you leave via the main gate, turn to [344](#)

If you want to stow away on a barge, turn to [522](#)

454

Conjuring a magical silver shield from thin air is the work of only a moment and you scoop a writhing interlocked mass of snakes aside, slowly and painstakingly clearing the way across the floor. The serpents hiss balefully, as if outraged to have been disturbed so unceremoniously.

As soon as you sweep them aside, so they wriggle back towards you and it is a miracle that you reach the door at the other side of the room without being bitten. You open the door. Turn to [99](#)

455

You are against the oppression of the Judain, but it seems that Ahab has extended his attacks on all non-Judain. Caiaphas was right when he said that the Sycaari will perpetuate the cycle of violence. You could simply refuse to stab Acennan, or you might be able to do something to fool him into thinking you've completed your mission.

If you use Cunning, turn to [291](#)

If you have Spells and a wand, turn to [490](#)

If you have Unarmed Combat, turn to [28](#)

If you simply refuse to kill him, turn to [367](#)

456

The girl does not run or cry out as you approach her, but simply accepts her death. Her whole world has been turned upside down. She is past caring now. She gurgles as you draw the blade across her throat. You have killed an innocent child.

If you have the codeword Satori on your adventure sheet, delete it. If you do not have the codeword Satori on your adventure sheet, gain the codeword Venefix.

As you leave the girl's body behind, you feel sick to your stomach. Did you really have to do that? You try to put it out of your mind as you search the house. Eventually, you find some maps with markings on them as well as 50 gleenars.

Add 50 gleenars to your adventure sheet.

If you decide to return the maps to Ahab, turn to [19](#)

If you decide that you no longer want any part in these assassinations, turn to [121](#)

457

There are heavy footfalls outside as the soldiers tramp down the stairs. Then you then hear a scream outside. 'Some Judain scum just stabbed my husband! Help! The Sycaari!' You hold your breath as the sound of footfalls stops before the soldiers run up the stairs and mount their horses. Only until the sound of hoof beats has died away do you allow yourself to breathe again. The soldiers in the drinking house are either too drunk or too apathetic to care about what just happened and merely sit through this whole affair, drinking their ale. Hastily, you leave the drinking house. Godorno is far too dangerous for you, so you decide to leave.

If you decide to leave via the main gate to the trade route, turn to [344](#)

If you decide to stow away on a barge, turn to [522](#)

If you want to risk visiting one of your friends before you leave, turn to [467](#)

458

You sit down beside Lucie, oblivious of the other vermin drinking in this slop hole. Why do people like him waste time in a place like this? I mean, I don't want to offend, but there must be girls like you in other cities north of the sea.'

'Ah, but in Godorno, everyone is desperate. Tyutchev likes desperate people.'

'Are you desperate, Lucie?'

'Aren't you, to survive?'

You change the subject. 'I've never seen a man wield a sword like that before. I didn't know it was possible. He fights like a demigod.'

'And he thinks he is a demigod too,' says Lucie with an arch smile. 'It really gripes him when people don't treat him that way. And now you're going to ask what's a nice girl like me-'

'-doing with a murderous bastard like that?'

'He amuses me.'

'What about his woman friend, the one called Cassandra?'

Lucie shivers 'She'd like to kill me, that one. She's killed enough men in her time. Soon as she's tired of them she fires them with cold steel. I'll make a bargain with you Judain. You kill her for me and I'll help you save your beloved people. I know I only look like a little sweetmeat of a girl, but I can do it, with people like Tyutchev on my side.'

'He won't thank us for killing Cassandra.'

'What's the matter, Judain? Are you frightened?'

You coolly point out that Tyutchev said Cassandra had taken a ship to Aleppo.

Lucie sneers prettily. 'She'll be back sooner or later.'

'It's no business of mine,' you reply.

Lucie looks annoyed for a moment, then turns a bright smile on you. 'You are quite the hero of your people, and I like heroes. You can call on me if you need me and I'll give you a reward for your heroism.'

'Thank you, Lucie. Any help is appreciated in these troubled days.'

Bidding Lucie farewell, you leave the inn. Turn to [424](#)

459

Before you step on the stairs, you pause. This tower is reputed to be deadly, and there might be traps anywhere. You inspect the stairs before you move up them.

If you have the Roguery skill, turn to [365](#)

If you have the codeword Sunset, turn to [281](#)

If you poke the stairs with a stick before standing on them, turn to [204](#)

460

You launch yourself at the soldier who is still carrying books and cannot defend himself. You knock him to the ground and slam your fist into his face, knocking him out. Another soldier sees this happen and runs at your sword drawn.

If you have the Throwing skill and a knife, turn to [247](#)

Otherwise, you must fight the soldier hand to hand. Turn to [446](#)

461

You have no idea who she could be. If she were a member of the Overlord's guards or the Sycaari, it would be bad news for you either way. You wryly think about how your refusal to join the war afflicting this city has made you an enemy of both sides.

Eventually, you find an abandoned warehouse, which you lead the lepers into. Upon closer inspection of its contents, you find some bread, biscuits, cheese and dried meats that have not been spoiled yet and the lepers fall upon them with great fervour. You eat your fill as well before deciding to move on. The lepers will be as safe as they possibly can in this warehouse.

If you have the codeword Venefix, delete it. If you don't have the codeword Venefix, add the codeword Satori to your adventure sheet.

You decide to head back to your hovel before darkness comes, along with all the terrors it brings. Turn to [339](#)

462

'This map is old' you say 'There is an alleyway that links these two streets together. We can avoid the patrols entirely if we use it.' You point at the map showing which streets you mean. When everyone is clear of where to go and darkness has fallen, you all head out into the streets. They are completely deserted. You do not even encounter any purple, fleshy blobs of Hate on the way, but you feel that this is more like the calm before the storm than a sign that Hate has left.

Eventually, you reach the warehouse. [80](#)

463

The cellar is damp and smelly. It also has a broken pallet in it. You drag the pallet into the murk beside the back wall and fall into an unnaturally deep slumber. You dream of searching a forest for your lost mother. You awake feeling nauseous. You move to turn over and find that a trail of viscous purple slime has oozed down from the hole in the ceiling and spread out all over the cellar floor. You then realise that your arm has been submerged in it.

If you have the codeword Venefix on your adventure sheet, turn to [407](#)

If you have the codeword Satori on your adventure sheet, turn to [206](#)

If you have neither codeword, turn to [84](#)

464

You launch yourself into them with a ferocious cry which makes them hesitate. You cannon into the nearest, jabbing him hard in the midriff, and he doubles up in pain. Then another of the guards recovers his wits and lashes out at you. You have to fight your way past them.

Lose 3 Life Points. If you have Swordplay and a sword or Unarmed Combat, you lose only 2 Life Points.

Deciding that you cannot fight them all, you lead the guards off along the street. They cannot keep up with you in their heavy armour and you soon lose them.

If you have the codeword Venefix, delete it. If you do not have the codeword Venefix, gain the codeword Satori.

Doubling back, you meet up with Ruth and escort her back to her house. Turn to [411](#)

465

You place the coins on the bar and say 'I want to know about certain things.' The landlord quickly pockets the money, glancing nervously at the four and says 'What do you want to know about?'

If you ask the landlord about Lucie and the stranger, turn to [492](#)

If you ask the landlord about how business is going, turn to [341](#)

466

'Badly. Oh, it's not the loss of the Judain that's a problem. They never usually came here. But there's something else going on. Something that is making my customers disappear.'

'What could it be?'

'Some say it is the spirit of Harakadnezzar, the Great Tyrant. It is said that when robbers desecrated his tombs he became absorbed into the bones of the world, gaining strength in the dark places far from light. Now he has come forth to avenge himself. Others say it is the many-limbed beast, Hate. It spreads like a disease amongst the wicked and decadent, eating them up from the inside until they become no better than animals before becoming part of the great beast itself. Whatever it is, it's not good for trade.'

If you have Folklore, turn to [562](#)

If you don't have Folklore, turn to [75](#)

467

Godorno is starting to get too dangerous, but you might still have time to visit one of your friends. They have been a great help to you in the past and they might be able to help you survive your predicament now. Who will you visit?

If you decide to visit Caiaphas, the rabbi and your mentor, turn to [545](#)

If you decide to visit your friend Marmeluke, turn to [382](#)

If you decide to visit your sweetheart, Lucie, turn to [390](#)

If you visit your oldest friend, Ahab, member of the Sycaari, turn to [225](#)

If you seek audience with Erika, a powerful sorceress who lives on Giant's Tooth Island, turn to [491](#)

If you change your mind and decide that you need to leave the city as soon as possible, turn to [239](#)

468

As a Judain in Godorno, you are used to being treated with disdain. You didn't want to drink anyway. The two women favour you with glances dripping with disdain, as if you were something someone had scraped off the heels of their boots. Try as you can to keep calm, this kind of prejudice is really upsetting. They are street sluts, yet here they are treating you no better than a worm. Still if you are to be tolerant then you must apply that understanding to members of their ancient profession just as you would wish them to extend it to all Judain.

Determined to find out what Lucie is up to you walk over to her. The tall stranger is with you now and they are both watching you intently. Lucie flashes you a smile as you join them. Turn to [132](#)

469

Cloudswept moonlight washes the streets of Godorno, turning the dirty cobblestones and narrow cramped houses into eerie sculptures of silver. Rats scurry off into the shadows as you pass. Off in another street, you hear a drunkard singing bawdy songs only to fall suddenly silent as someone empties the contents of their bedpan over him.

The jeweller's house lies just ahead. Looking to left and right, you slink across the street and gain entry by forcing the door. You pray that no one heard the sound of splintering timber as the door frame gave way. There is no point in searching the ground floor; you expect to find the diamond locked away somewhere upstairs. Sure enough, the first floor on the landing opens onto a store room with a locked chest in the corner. You tiptoe over and bend over this, fingers twitching with greed as you pick it up, triumph spreading a smile across your face. Who would have thought it would be so easy?

A lantern is suddenly unshuttered behind you. The smile disappears. You whirl around and find yourself face to face with three of the Overlord's soldiers 'Drop that and stand where you are, villain!' says one with a snarl.

If you have Agility, turn to [222](#)

If you have Throwing and a knife, turn to [161](#)

If not, you will have to fight: turn to [241](#)

470

A mass of tentacles grows out of Hate's body and advance towards you, eager to grab you and absorb you into the eternal orgy of despair. You step back as one tries to wrap itself round your wrist. You need to fight your way past them.

If you have a sword, turn to [145](#)

If you don't have a sword, turn to [290](#)

471

You are led by some Sycaari to the barricade that they have built. As you approach it, you see the resistance members looking gaunt and bleary eyed. You wonder if any of them have had enough food or sleep under Ahab's command. The barricade is composed of flagstones and carts, doors stripped from nearby deserted houses, and even pews from the nearest temple. The carts have been laden with mud. The blockage is ten feet high and in places a parapet has been built on the defenders' side from which pot-shots can be taken at the Overlord's city guards as they advance. Archers have been stationed in the windows and on the roofs of houses on either side of the barricade 'An elephant couldn't get through that. We're going to show the Overlord who owns these streets now.' Says Koresh, a large man covered in scars and bruises from numbers fights. You sense that fighting is something he embraces. Koresh barks at you to stand at the barrier, which you do. He then leaves and heads back the way he came. Then you notice something you cannot see any Judain who were in Ahab's hideout. Ahab himself is not here either. In fact, you don't recognise many Sycaari members amongst the Judain at all.

If you decide to slip away before the battle begins, turn to [254](#)

If you decide to stay and face the Overlord's men, turn to [49](#)

472

Something vibrates in your pocket. You stop and pull out the pomegranate which is vibrating and glowing dimly. Then the door in front of you flies open. Before you is a man in the black leather armour of one of the Overlord's soldiers. He screams incoherently as he sees you. As he does, you look into his green eyes and feel a chill go down your spine. They seem completely devoid of humanity. All that is left in those eyes is pure hate. In the dim light, you notice purple pustules on the man's face. Is this what the plague does to you? You think. Your thoughts are cut short, however, when the man throws himself at you, screaming. However, he stops momentarily as he gets near you. The ivory pomegranate is slowing the man down. However, you must defend yourself before he tears you from limb to limb!

Lose 2 Life Points. If you have the Unarmed Combat skill, lose 1 Life Point. If you have the Swordplay skill and a sword, you lose no Life Points.

If you survive, you inspect the body. The man's skin is pale and covered in purple pustules. You try to avoid them as you start to saw through his neck. This must be the effects of the plague. You pray that you will never catch it. After cutting off the man's head, you quickly inspect his house, but find nothing of value. All the furniture has been smashed up and a terrible smell pervades the place. You go to a room at the back to find three rotting corpses one adult sized, one a lot smaller and one of a dog. It looks like the man killed his family in his plague induced rage. You leave the place and try to put this sight out of your mind.

If you want to return to Ahab with the head, turn to [400](#)

If you decide that killing the Overlord's men will lead to no good, turn to [121](#)

473

The guards approach you. A tall, muscular man wearing a seargeant's insignia stands in front of you, blocking your path.

'What's your business? Why are you leaving the city?'

'I'm going to sell slaves to the merchants of Burg. They will fetch a higher price there.'

The seargeant looks you over before inspecting the cart. He then motions to his men who start lifting the boxes and bags containing your supplies and money off it.

'Tax.' Says the seargeant. You are seething, but there is nothing to do about this. Once the guards have taken as much as they can carry, they wave you through. Turn to [244](#)

474

Walking down one street, you bump into Tarkamandir, sage and merchant. He is pulling a cart laden with goods behind him.

'Off somewhere?' you ask.

'I'm leaving the city. The Overlord has gone too far.'

'What has he done against you?' you say with a trace of bitterness 'You are not Judain.'

He gives a snort of ironic laughter. 'Do you think that what has been going on has been a simple matter of persecution? It goes deeper than that. The Overlord started his attacks on your people to distract attention from his disastrous policies, reasoning that once the populace had a scapegoat to blame they would be easier to control.'

'That strategy has worked well, then.'

'Now it is out of control! Hate is rife in the city. It extends its influence like a cancer. Today it is you Judain who are marched off to the prison. Tomorrow it may be the aged, or the infirm, or those who dare to speak out against the Overlord. That is why I am leaving.' He takes a few more steps, but then stops.

'As long as I am going, I suppose I ought to sell you some of my stock. Interested?'

Tarkamandir has the following items:

You can buy a magical shield bracelet for 75 gleenars. You may use this item once when you are instructed to lose Life Points. If you use it, you can reduce the damage you take by up to 6. It then becomes useless.

You can buy a magic wand for 30 gleenars.

You can buy a block of fragrant incense for 20 gleenars. This incense is used for religious and magical rituals.

You can buy a silver mirror for 20 gleenars.

You can buy a jar of healing salve for 20 gleenars. It can be used once to restore 1 Life Point.

You can buy a magic amulet for 15 gleenars.

You can buy a sword for 15 gleenars.

You can buy a knife for 5 gleenars.

You bid Tarkamandir farewell and tell him that you hope it will not be the last you see of him. Then you head back to your hideout. Turn to [273](#)

475

You think about your friend Yadid. He was the sort of person who knew every rumour that went on in Godorno and he could lay his hands on any item in Godorno. If anyone has anything that could help you, it's him. He lives nearby.

If you decide to go to Yadid's house, turn to [55](#)

If you return to safety, turn to [79](#)

476

You flee the gigantic monster, running through the streets of the ruined city. You pass people in the street but they are not concerned with you any more simply with their own lives. Eventually, you reach the gates where you carry on running until you are about a mile away. From there, you turn to see what is happening. Occasionally, you see Hate rear up and then crash down onto the city, creating a cloud of dust as it pulverises the buildings. You watch this orgy of destruction for an hour before you decide to leave and find shelter of your own. Eventually, you reach an inn where you and many other refugees spend the night. The next day, some of you return to your vantage point to watch what is happening. Hate is still wrecking the city. This goes on for almost a week, until one day, you notice that all seems quiet. You and a few other brave souls return to the site where Godorno was to find nothing but the sea. The city has sunk beneath its surface. Hate's work is complete.

477

You slip into the great yellowstone library of Brunelleschi unseen and begin to search the shelves for books that may help you save your people. Then you see a large open book on a table and take a look. It is a recent invention: the combined dictionary and bestiary. Crouching beneath a reading bench you are soon immersed in the cursive script. It seems that someone has been researching the history of the physical manifestations of Hate 'Hate, hatred, detestation, abhorrence, abomination, malignity,' and there are quotes from Senecio, one of the great playwrights of the age. 'Do all men kill the thing they do not love? Hates any man the thing he would not kill?' and 'The monster that turneth man against his daughter and mother against her firstborn son, servitor of Death and handmaid to Destruction, maker of wars and inspiration of man's blackest deeds.' According to the scholar who compiled the lexicon and bestiary, 'Hate always shows its true face and so may be bested.' Unfortunately, he does not write how to overcome the monster. There is much written here, it is almost as if he was obsessed, 'In concert with Fear the most terrible of the Trinity of the Dark, Hate feeds on the body and souls of those who have given themselves up to the monster's embrace and despair, depravity and degradation.' You finish the entry in the bestiary. What will you do now?

If you have Folklore, turn to [560](#)

If you don't have Folklore, turn to [538](#)

478

The two men look at you and nod 'Come with us.' says one of them. They lead you to a trapdoor where you climb down a ladder to a dimly lit cellar. There is no furniture there save for a large table. On it rests a vellum map of the city with wooden figures on it. Around the table are half a dozen young men, shouting and arguing. At the head of the table is Ahab. 'Quiet! Whilst we discuss this, Judain are being killed outside. We need more attacks. More ambushes.'

'But Ahab we lost six people last night when they attacked a patrol. Our knives are no match for the soldiers' armour, swords and crossbows.' Growls one of his companions.

'Then we'll focus on officers and nobles and not the soldiers.' Growls back Ahab.

'But they are heavily guarded. We can't keep attacking people with these losses.' says another Sycaari.

'Whose side are you...' Ahab begins shouting, but then he notices you and smiles. His green eyes glint with pleasure.

'Look, here we have a true hero. This one has guts stabbed an enemy in broad daylight. And still wants more blood. You can show these rascals how it's done. There's an officer who lives near Grond. Hasn't been seen for a day or two. Some say he's got the plague. How about you break into his house, put him out of his misery and get his documents?'

Surrounded by armed Sycaari, you would be foolish to refuse. Turn to [321](#)

479

You go down to the docks to find the ship moored at the jetty. You call out, but it is abandoned, like the other ships in the jetty. You climb on board and start to poke around.

If you have an ivory pomegranate, turn to [486](#)

If you don't, turn to [227](#)

480

You are awoken from your sleep by a clattering sound. You wake up to find a thief in your room. He must have kicked a stone in the dark. Seeing that you are awake, he immediately turns tail and flees before you can do anything. You think about giving chase, but his head start is too big.

You go back to sleep and spend the rest of the night undisturbed. Turn to [502](#)

481

The tentacles are dragging you towards Hate's body. You have to do something quick.

If you have the Unarmed Combat skill, turn to [92](#)

If you have a knife or sword (Swordplay is not needed) and wish to use it, turn to [394](#)

If you have the Agility skill, turn to [428](#)

482

You head out through the streets at night in your group. They are deserted. There is no sign of beggars, merry makers or anyone who would be out late. Like Talmai said, the streets are also devoid of the purple flesh of Hate. However, you feel that this is the calm before the storm rather than any sign of retreat.

'Halt! Criminals!' Comes a harsh voice from behind you. You all run without looking as crossbow bolts from a patrol come whizzing past you. One hits you in the side.

Lose 3 Life Points.

However, you still keep running until you are clear of the Overlord's men. Turn to [80](#)

483

Without thinking, you dash across the bar room, leap over the bar and run out of the back door. You emerge into a narrow alleyway. There are shouts coming from the drinking house behind you, so you run on. You run, full pelt down the streets, losing some of your pursuers in the twisty back streets of Godorno. However, you eventually can run no longer and you have to stop. One guard has managed to keep up with you. He is a large bald man with a scar running across his neck. He grins like a wolf and raises his sword as he advances upon you. You will have to fight him.

If you have the Swordplay skill and a sword, you lose 1 Life Point. If you have the Unarmed Combat skill, you lose 2 life points. If you have no combat skill, you lose 4 life points.

If you survive, you may take the guard's sword (add it to your possessions) before contemplating your next move. Godorno is far too dangerous for you to stay now. You will have to leave.

If you decide to leave via the main gate and take the trade route, turn to [344](#)

If you decide to stow away on a barge, turn to [522](#)

If you want to risk visiting one of your friends before you leave, turn to [467](#)

484

You make your way through the filthy streets of Godorno. It is painfully slow as there are several patrols of the Overlord's men which you need to avoid and you have to duck into alleyways as they pass and wait for them to go on.

If you have Streetwise, turn to [34](#)

If you don't, turn to [282](#)

485

You pick out the guard that seems to be in charge and notice that one of them, a tall, muscular man, is wearing a sergeant's insignia. As they approach, you chant the arcane words of the Rulership spell. You feel the magic leave you, but you will have no idea on whether it has affected the guard properly until you interact with him.

'What's this?' Asks the sergeant.

'I'm going on a business trip, selling these slaves. People don't want to keep Judain in this city any more.'

'Very good, out you go.'

One of the other guards pipes up.

'Sergeant, there are Judain trying to leave the city. Shouldn't we search them?'

'Do as I say, Gerund. These are not the Judain we're looking for.'

The other guards are reluctant to just let you through, but they have their orders and allow you to leave the city with the cart. Turn to [332](#)

486

You search through the ship which looks like it was abandoned in a hurry. You manage to find a sword and also a bottle of healing potion. This potion can restore 5 Life Points.

When you have found the items, you decide to leave the boat.

You head back to safety. Turn to [16](#)

487

You continue to lead your men, preying on the rich and overlooking their psychopathic excesses. Over time, your band grows. You are a successful brigand leader, but the Judain perish on Godorno.

The next time you see your city, it has sunk into the sea leaving only the tops of fortresses and towers piercing the waves to show where the city that was once the jewel of the east now lies.

488

Before the men can get close enough to strike you, you grab your knife and fling it at the youth. The blade buries itself in his arm, causing him to drop his knife and yelp in anguish. The other man rushes to help him, staring at you with green, hate filled eyes. The two men decide that discretion is the better part of valour. They retreat back from whence they came.

You pick up the youth's knife to replace your own (you do not need to cross the knife off the list of your possessions).

You head towards Greenbark Plaza. Turn to [415](#)

489

In the morning, you reach for your pack, only to find it lighter than when you left it. Someone snuck into your hovel and stole things from you.

Remove two items of your choice from your adventure sheet. If you have one item, remove that. If you have no items, then there has been no effect.

This is not what you wanted to happen. Turn to [502](#)

490

As you run up to Acennon, you say the words to an illusion spell that you know. As you approach him, you pull your wand out rather than the knife. The spell will make Ahab think that you are holding a knife. You approach Acennon, putting your finger to your lips and tap his neck with the wand, whilst imagining him collapsing on the floor with blood spurting from his neck. Ahab excitedly runs to his shop. As he does, you hold Acennon where he is and whisper to him to not move. When Ahab is raiding the shop, you tell Acennon the whole story he was targeted for murder by the Sycaari, but since he has never done the Judain harm, you are saving his life. You also tell him to get what valuables he has left and leave the city immediately as his life is at risk here.

Ahab runs out of the shop holding silver items and a money box and approaches you.

'Good work!' He says, completely ignoring Acennon standing next to you 'Let's go and share this loot out.'

You both run back to the cellar in Medallion Street where Ahab enthusiastically tells the others about your kill. You are given food, water and a share of the loot and you are also safe in the knowledge that you didn't have to perform any senseless murders today.

Gain 100 gleenars. Add the codeword Shank to your adventure sheet.

You decide that it is now time to leave the city. Turn to [42](#)

491

You have heard many stories about Erika, the sorceress. She is more powerful than any mage in the city, yet spurns any position of authority in the guild. She apparently managed to complete a spell so complex that no living spell caster had successfully cast it for over a century. Erika put her success down to practise and dedication and openly scorned the rest of the guild for their constant politicking and time wasting. Disgusted with their habits, Erika transported herself to Giant's Tooth Island where she built a tower and has resided there to this day, pursuing her art. She has occasionally provided help to those who's courage and need is great enough, but she is known to not suffer fools gladly.

However, none of this will be of any use if you can't get to her. The only way to do that is by boat, so you head down to the docks to find someone who can grant you passage.

If you have the Seafaring skill, turn to [296](#)

If you do not, turn to [228](#)

492

'Lucie haunts this place often. She's never alone. I see some of them again and again but she has a lot of friends, does little Lucie. She's an ornery girl, that one. Knows her own mind and no mistake. Forever taking up with the most disreputable mountebanks and desperadoes. Always twists 'em round her little finger, mind'

'And what about her friend?'

'That's Tyutchev, a foreigner. See how pale he is? Doesn't it make you feel ill just to look at him? He usually comes in with his doxy, Cassandra or is it he is her pretty boy? She's a terrible proud and beautiful woman, wearing gear like a Fury from the Abyss. At any rate, they had a terrible fight in here last week. I never saw a woman wield a sword with such skill and venom. It glowed cold blue, and where it struck the bar, I found crystals of ice.'

'Who won the fight?' You ask, incredulous.

'They were both bleeding badly. It was a terrible battle. But they went out together. I do declare I've never had the misfortune to serve two less pleasant and outright perilous characters.'

'What do they all want with Lucie?' you wonder aloud.

The landlord cracks a rancid toothed smile 'What does any man want with Lucie?'

You thank him for his information and walk over to the couple who are watching you intently. Lucie smiles as you approach. [132](#)

493

How will you identify the leader? It will be the one that is different to all the others. One of the Jade Warriors has a sword with a brighter halo than the others. You choose that one.

You throw yourself against its sword arm, wrenching the blade from its armoured grasp. Your hunch is correct. You have chosen to attack the leader. When you hold the sword, you feel that there seems to be a mind inside it, prompting you to issue orders to the Jade Warriors. 'Obey Me!' You cry out.

To your relief and amazement they line up before you and stand to attention. The warrior from whom you robbed the sword picks up another from behind an awning. The warriors are ready to do your bidding. They whirr and click as they follow you dutifully to the edge of the precincts of the burial chambers, and there they grind to a halt. There is nothing you can do to move them further. However, you may still take the sword.

Add the Jade Warrior's sword to your possessions.

You leave the burial chamber. Turn to [354](#)

494

There is no time to cast a spell properly, but there is something you can still do. You raise your wand and shout a word of power at the blob. A blast of energy flies out of the wand and strikes the blob, searing its purple flesh. An overwhelming stench of burnt camphor fills your nostrils and the tentacles loosen their grip. Your wand falls apart in your hand. The power you unleashed was too much for it.

Cross the wand from your list of possessions.

Before the monster can recover, you are already fleeing down the tunnel. Turn to [342](#)

495

There's something about this man that is familiar. His armour is pretty nondescript and many travellers wear armour in this area as there are brigands to defend against. Then you notice that the back of this man's hand has a tattoo that you recognise. He is part of the Slashers, a particularly vicious group of mercenaries hired to do jobs that are too unsavoury for most warriors. Connecting the dots, you realise that he is talking to you to ascertain whether you are Judain and therefore worth the trouble of killing for the Overlord's reward. You give the man some story about your father being a tanner who was always in debt to a Judain lender. The man looks suspicious upon hearing it, but you know it would not be worth his while to attack a non-Judain.

He soon bids you goodnight. Turn to [64](#)

496

It is unusual for travellers to walk along the trade route. Brigands live in hill forts to the north of the road. Their crenelated keeps survey great sweeps of land from which they come down on poor travellers like wolves on the fold. They plunder the merchant caravans, doing battle with the mercenary guards. Walking alone you are not safe.

The road is already starting to climb towards the mountain passes, through meadowlands where the brigands keep herds of cattle.

To continue up the road and risk being spotted by the brigands, turn to [127](#)

To leave the road and head west to the Great Forest, turn to [501](#)

497

Before you take another step, however, you notice prints in the soil. A large boar is nearby. Instead of carrying on to the copse, you stay and wait. Sure enough, after ten minutes, you see a huge boar leave the copse and head towards the forest. If you had approached the copse, you may have provoked the boar to attack you.

Now that the copse is safe, you approach it and collect the herbs you need. You return to the old woman. Turn to [237](#)

498

You tug with all of your might, but the tentacles won't let go of the sword. You are being pulled closer to the blob and more tentacles are reaching out for you.

If you continue to try to get your weapon, turn to [326](#)

If you let the monster keep it, turn to [211](#)

499

You feel the pomegranate grow warm in your pocket as the guard lets go of your hand and yelps in agony.

'Curse you, Judain, scum!' shouts the guard before moaning with despair as he is sucked further into Hate's cloying flesh.

You decide that you cannot help these guards and move on to find the prisoners. Turn to [376](#)

500

'He's telling everyone he's leaving is he? So everyone is leaving? Why's that?'

'Because if Melmelo can't hack it, no one can.'

'Are you sure he's telling the truth? Maybe he's trying to get rid of the competition.'

The thieves fall silent.

'Fine, you go and talk to him then. He lives in a villa in the Foreigners' Quarter. It has an ornamental steam bath in the garden.'

Add the codeword Larceny to your notes.

If you order a drink from the bar, turn to [306](#)

If you talk to Lucie and the tall stranger, turn to [132](#)

501

You leave the road and head into the rich farmlands that lead towards the valley of Burg and the Great Forest beyond. These green hills and dales with their farmsteads, mills and vineyards are the breadbasket of the decadent city of Godorno.

You travel for a few days, feeding yourself with grapes from the vineyards. However, they are not enough to sustain you.

Unless you have the Wilderness Lore ability or if you consume some trail rations (cross them off your items), lose 1 Life Point through hunger.

If you have the Wilderness Lore ability, turn to [73](#)

If you don't have the Wilderness Lore ability, turn to [142](#)

502

Now you are awake, you think about what you will do in Godorno. Surviving alone seems like a bad idea as there is a plague and the Overlord's men are everywhere. Who could you make contact with? You could seek out your friend Ahab, member of the Sycaari or you visit Ruth, Caiaphas's widow, in order to offer your condolences and any help that she might want. She is with Caiaphas's child and this time must be very hard for her.

If you visit Ahab, turn to [420](#)

If you visit Ruth, turn to [246](#)

503

You have a hunch. You remove the diamond from your pack and hold it above your head. Then you step out into the room. Nothing. Not wanting to push your luck, you shuffle towards the jewel, all the time watching the spider which seems to be holding its position. You are next to the jewel now. Quickly, you swap the diamond for the Jewel of Sunset Fire and dash for the door. The gigantic spider does not seem to be able to tell the difference between the Jewel of Sunset Fire and the diamond, luckily for you.

Remove the diamond from your possessions and add the Jewel of Sunset Fire to your possessions.

You walk through the door in triumph. [223](#)

504

Just as the youth advanced on you, you hear the sound of loud voices from round the corner. A group of six muscular men enter the street you are on. You recognise their leader, Vigil, a huge brute with a scarred face. He is a prominent member of the Sycari, always looking for an excuse to strike out against the Overlord's men. The youth sees the gang of toughs, slips the knife back into his pocket and runs off down the street before they can give him any trouble.

You breathe a sigh of relief and head off to Greenbark Plaza [375](#)

505

The ceiling in the room is clear crystal. The dome of the crystal that tops the tower is supported by huge iron struts from a black boss directly above the jewel. You look up as you start to cross the floor to the casket just as a flash of lightning illuminates everything in stark outline. The angled struts are in fact the legs of a giant spider whose eyes seem to follow your every move as you inch slowly beneath the arches of its legs.

The keening of the gargoyles reaches a new frenzied high and the crystal that protects you from the tower spinning spider explodes into shards and dust. The wind falls away, the keening drops to a low moan and now you hear for the first time the wheezing susurrations of the spider's breath. You can see its thorax opening and closing like a bellows.

On the other side of the room is another wooden door.

If you dash for the door, turn to [130](#)

If you dash beneath the spider to seize the jewel and casket (turn to [399](#))

Or attack it from the doorway (turn to [433](#))

506

Cautiously, you walk up to the door. Nothing seems to happen as you walk across the floor. However, when you touch the door, you hear a rumble and a jolt of electricity shoots out at you. It gives you a shock and you fall backwards onto the floor.

Lose 1 Life Point.

You get up. As you reach for the door again, you hear the ominous rumbling sound. However, it subsides as you pull your hand away.

It seems that you are going to get very hurt if you open the door. Is there any way of avoiding this?

If you use an item, turn to [551](#)

If you decide to abandon your quest for the Jewel and leave the tower, turn to [252](#)

If you decide to use the Spells skill and a wand to open the door without touching it, turn to [288](#)

Or you could just open the door, despite the consequences (turn to [190](#))

507

You fight a pitched battle face to face with Hate, your blade hacking great quivering chunks out of its loathsome warty mass. The people of the city peek timidly from the cracked facades of their houses, astonished to see such bravery from a single lone Judain. Hate screams and lashes out at you with its mass of tentacles.

If you have Swordplay, lose 5 Life Points.

If you don't have Swordplay, lose 7 Life Points.

If you are still alive, the reek of camphor and honeysuckle makes your head reel. You stagger back out of Hate's reach to recover for a moment.

If you have the codeword Hecatomb, turn to [346](#)

If you don't, turn to [45](#)

508

At dusk, you arrive at the peaceful town of Bagoë. You come here at least once a year to see friends, relax and look for things to buy in your favourite store of curiosities. Bagoë is a stark contrast to Godorno the people are friendly and welcoming. The streets are cleaner and less crowded and the whole place seems to have an aura of peace over it.

You find the inn that you like to stay at the Prancing Pony and you enter, looking for a bed and a good meal. [366](#)

509

You resolve to continue the battle. Hate must be stopped at all costs, even if that means your death. How will you destroy the beast once and for all?

If you wish to leap back into the fray with the Jade Warrior's Sword, turn to [125](#)

If you have the Jewel of Sunset Fire and wish to use that, turn to [218](#)

If you have the ivory pomegranate and wish to use it, turn to [261](#)

If you flee, turn to [476](#)

510

Add the codeword Execute to your adventure sheet.

Consulting your book in the torchlight makes your journey a lot quicker and easier, but no less unpleasant. After half an hour of following the route, you stand before an archway bearing the ancient symbol of the Megiddo dynasty. Your clothes are wet and you reek of old urine and faeces.

However, none of that bothers you now, as you know the Megiddo tomb has greater threats than stinking water.

Turn to [335](#)

511

You grab some sawdust from the floor, put it on the table and trace a symbol in it. This is a secret symbol of the Thieves' Guild of Godorno.

'All I want to do is get the guild a bit more money before we all have to flee. But I can't offer my services to Melmelo if I don't know where he is, can I?'

'Fine he lives in a villa in the Foreigners' Quarter. It has an ornamental steam bath in the garden.'

Add the codeword Larceny to your notes.

If you order a drink from the bar, turn to [306](#)

If you join Lucie and the tall stranger, turn to [132](#)

512

Then you hear the sound. There is a murmuring from the catacombs: a sound that grows and swells from a hum to a roar. The lost sounds are free once more and they climb into the streets. The story quickly spreads of Talmai and her sacrifice which saved the city from Hate. The next few weeks are a blur. You, Talmai and the other members of your group are elevated to prominent positions in the city. As Judain, you and Talmai work together to bring together the Judain with the non-Judain of the city. You also oversee the construction of the new Synagogue. Eventually, all members of Godorno learn to work together to once more make their city the jewel of the east. Caiaphas would have been proud of you.

513

'Thankyou' says the old lady. If you don't have a knife, she offers you one to help cut the herb.

If you don't have a knife, add a knife to your adventure sheet.

You leave the hut and continue down the road. Eventually, you leave the road and strike out to a copse where you might find the herb.

If you have Wilderness Lore, turn to [497](#)

If you don't, turn to [86](#)

514

Nicodemus lives in a hut under a bridge near the Grand Canal. He is a grumpy man, but also a wizard of great power and wisdom. When you arrive at his hut, you knock in the door. It flies open to reveal the scowling face of your old teacher. However, when he sees that it's you, he smiles 'I'm so glad to see you alive!' He announces 'Come inside for tea!'

Whilst Nicodemus boils some water, you notice two large bags on the floor. He notices you looking. 'I am leaving the city today. The Overlord's guards are getting bolder and I've noticed something crawling around the streets. From the evidence I have, Godorno will suffer a similar fate to ancient Kush. Before long it will be resting under the ocean. I fear that this city's days are numbered.'

'Surely, you can help do something?'

'There is too much. You should leave too, if you have any sense.'

'I can't. I have to save my people.'

'I understand. If you are determined to defeat this creature, then I know of a way. However, it is very perilous. In the Tower of the Sentinel rests the Jewel of Sunset Fire, a magical artefact which may be powerful to defeat Hate. It is well guarded, but I have discovered the secrets to passing its guards. On the first flight of stairs, you should only stand on every third stair. After that, you will come to a door. Do not touch it, but instead use a mirror to reflect light on a stone eye carved into the wall. I will give you a mirror to do this. After that, there is some creature guarding the jewel itself, but you will have to find your own way to get past it.'

You thank Nicodemus who offers you a mirror and the tools of his craft. He then wishes you luck before leaving.

Add the codeword Sunset to your adventure sheet.

You may add a mirror, a wand and a magic amulet to your adventure sheet.

You decide to return to Bumble Row. Turn to [339](#)

515

You duck down the steps into the drinking house and find, to your horror, that it is the haunt of off-duty gate guards and the Overlord's mercenaries. They sit around tables, drinking. Many still wear the purple and black livery of the Overlord. You hear your pursuers rein in outside.

If you have the Charms skill and an amulet, turn to [457](#)

If you have the Streetwise skill, turn to [201](#)

If you have the Spells skill and a wand, turn to [67](#)

If you have none of these skills, turn to [483](#)

516

As you walk up the trade road, you see what looks like a pile of clothes in the centre of the road. As you get close, you see that it is actually a man. He is badly beaten and unconscious, but at least he has not been cut or stabbed. He is still breathing, but if he stays here any longer, he would probably die from exposure. The man needs proper attention from a healer to recover properly.

If you have some healing salve and you would like to use it on the man, turn to [392](#)

Otherwise, if you want to help the man, but you can't or won't use a salve, you have no choice but to carry him to the next settlement. Turn to [6](#)

If you do not want to put yourself out to help him, turn to [137](#)

517

As you pad quietly towards the Overlord's bed the candles flicker in a gust of wind. Far off you can hear the baying of his hunting dogs in their kennels. Farther off still the wind carries the moans and screams of the unfortunates in Grond.

The Overlord's bed is set on a rich ruby-red carpet with intricate patterns of gold and silver thread woven into it. There are signs and sigils, perhaps magical wards.

If you have the Throwing skill and a knife, you may try to throw it at the Overlord. Turn to [391](#)
Otherwise, will you walk quietly across the carpet to the concubine's side (turn to [112](#))
Or jump straight onto the bed so your feet don't touch the carpet (turn to [20](#))

518

The Overlord is the cause of so much Hate in the city. Maybe killing him will weaken the creatures infesting the sewers and stop people succumbing to the plague of Hate that reduces them to rabid animals. It could be worth watching to see if the Overlord leaves his palace, as you might be able to spot a weak link in his security arrangements, so you walk down to the palace entrance.

You are in luck. He emerges from the palace about noon, borne in his gilded litter by eight slaves in silk tabards. The escort of heavily armed guards would deter any assassin. As the litter progresses slowly down the Avenue of Silent Glory towards the Greenbark Plaza, some of the soldiers hurry ahead with halberds raised, urging onlookers to raise a feeble cheer.

Inside the litter, the Overlord is reclining rather more than usual. When he twitches the curtain aside to wave less fulsomely than is his wont face has the purplish hue of a man stricken by gout and a disease of the blood. His green eyes are hooded and lacklustre.

You return to the palace and walk around the walls. Holes have started to appear in the street, possibly where the Hate creatures have forced their way into the streets. One hole leads into what must be one of the palace cellars. You decide that you could enter the palace through the hole tonight and catch the Overlord when he is not surrounded by his guards.

If you decide to do this, turn to [229](#)

If you want to abandon your mission and the Sycaari, turn to [280](#)

519

You drop the concubine and the black cape-like monster wraps itself around her like the coils of a serpent. Her body twitches spasmodically.

If you have the codeword Satori, delete it. If you don't have the codeword Satori, gain the codeword Venefix.

The Overlord grunts and turns over; his fat form wobbles loosely as he stirs. He is waking up.

You must make a run for it before he summons his bodyguards. Turn to [416](#)

520

You move in close to seize the initiative. Tyutchev falls back into the corner of the tavern, where he is cramped by the low ceiling. He cannot make a powerful overhead swing without catching his long sword against the rafters. He has fought in these conditions before, however, and he is still a dangerous opponent. However, through skill or nimbleness, you manage to slip past the mesmerizing point of Tyutchev's sword as it whistles through the air in deadly arcs. You crouch and spring forward, then lunge your sword into the gap in his armour, beneath his armpit. There is a satisfying groan from Tyutchev who staggers back and looks on you with new respect. But he is not beaten yet. Now he is wounded, Tyutchev is more deadly than ever. His blade cuts the air in a whirlwind of fury and you are driven back. You cannot parry Tyutchev's flashing blade forever and your ripostes fall short as the pale faced swordsman then steps back to use his longer reach.

Tyutchev's sword lashes out and it is all you can do to leap aside to minimise the damage. The blade digs deep into your chest, but misses your heart.

Lose 4 Life Points.

There is no escape now. Despite the apparently hopeless situation, you are determined to fight to your last breath. Turn to [427](#)

521

Your throw is accurate and the holy artefact disappears into Hate's maw. A look of fear and pain spreads across its face and it starts to shudder. As the shuddering becomes more violent, you hear Talmai ordering your group to fall back. It is a wise decision as Hate starts to thrash about under the magical chains that hold it desperate to free itself from the damage that you have all caused it. However, the damage caused by your group combined with swallowing the pomegranate are too much for Hate. It crashes to the ground and does not move.

Hate is dead. Turn to [512](#)

522

You creep along from streets, hiding your face from strangers, as you head towards the riverfront. You are plagued by midges but that is the least of your troubles. Godorno has been overrun by a plague of Hate and the Judain are the scapegoats of this fever. Making your way carefully to the quay you can see a row of river barges. The nearest one is a small barge with barrels on it under a tarpaulin. You quickly huddle under a large pile of ropes on this barge and wait.

An hour before dusk, the members of the crew return from whichever wine cellar they have been squandering their money in and prepare to cast off. They look over their cargo briefly but do not notice you. They sing as they pole the barge, a sombre song with a pounding beat about how a man may toil his whole life away and at the end will have nothing to show for it but the clothes he will die in.

You guess from the movements of the barge it has turned up the Palayal River. You are being borne towards the Great Forest. You guess they are making for the town of Bagoë twenty miles upriver. You lie still, listening to the lapping of water at the bows and feeling the rhythmic surge as the crew drives the barge on, poling in time. After three hours of dirges the crew tie up for the rest of the night against the deserted riverbank.

While they snore, you leap from barge to shore and walk inland to the Bagoë road. Turn to [508](#)

523

The street winds down towards the riverfront and the centre of the city. It is crossed by large avenues that lead up to the citadel, lined with tall straight cedars. You hear a ringing of the town crier's bell. At the end of the street is Greenbark Plaza. The mob is still chasing you, growing hysterical in its desire for blood.

If you have Roguery, turn to [299](#)

If you have Agility, turn to [184](#)

If you have neither ability, you duck into the smaller side streets [242](#)

524

You have dared to wait in the lion's den for too long. The Overlord's personal bodyguard are led by a magician who binds your feet to the spot as soon as he sets eyes on you. You are borne away to be tormented in the fortress of Grond. You will not survive and the Judain will go unavenged.

525

The tentacle pulls at you and despite your struggles, you cannot escape its grip. It drags you closer to the purple blob. However, there is a ripping sound and you stop being dragged. The tentacle has pulled off part of your trousers. The blob creature retreats into the sewers.

You are safe. For now. Turn to [165](#)

526

The late afternoon sun slants over the close-packed rooftops and through the open doorway of the hovel where you are hiding. You have an inspiration. Lifting your amulet, you tilt it so that the metal reflects the sunbeam out onto the wall of the opposite side of the street. The guards are standing waiting for dogs to be brought, but one of them catches the flicker of the reflected light out of the corner of his eye. He spins, looking along the street away from where you're hiding, and yells, 'Hey! I saw something dart down that alley over there. Come on lads!'

While they race off chasing sunbeams, you help Ruth to the safety of her house. Turn to [411](#)

527

The Jade Warrior's sword will be a potent weapon with which to combat Hate, but you wonder if it will be enough. The Tower of the Sentinel still holds the Jewel of Sunset Fire. However, it is surrounded by many traps and monsters and none who have tried to steal it have returned alive.

If you decide to brave the Tower of the Sentinel in order to steal the Jewel of Sunset Fire, turn to 387

If you decide that it is time to face Hate, turn to [283](#)

528

You disappear through the jaws of Hate. As it absorbs you into its being, it begins to be wracked with spasms of pain. It cannot tolerate the presence of goodness within its very being. Shuddering, Hate tries to flee back to the sewers, but it is rotting away by the moment. The people come out of hiding to watch as it dwindles. They take up rocks and sticks and pelt the dying monster. The Overlord's men stand shoulder to shoulder with the Sycaari, smiting their common enemy. At last Hate gives a forlorn screech and dies, turning to dust which is carried off by the wind. With the demise of Hate, the lost souls it absorbed are free. The people wake up where they were taken by Hate, once more alive and free to turn their lives away from hate and towards goodness.

You lost your life, but your death brought salvation to your people and your city.

529

You seize your weapon, step sideways and grab a timid-looking young woman, richly dressed, away from her aged retainer. You hold the blade to her throat. You are lucky as she is the only daughter of a nobleman and the soldiers stop their advance, fearful of her father's wrath.

'Put up your swords or the girl dies.'

The mob falls silent and the soldiers look to the town crier who orders them to obey you.

You walk her away from the plaza, ordering everyone to stay where they are. As soon as you turn the corner you release her, shout a quick apology and run for it. You have avoided this mob by the skin of your teeth, but it will only be a matter of time before you run into another one baying for your blood. You need to leave this stinking city, and quick.

If you decide to leave through the main gate and go to the trade route, turn to [344](#)

If you decide to stow away on a barge, turn to [522](#)

If you decide to risk staying in Godorno a little longer to visit one of your friends, turn to [467](#)

530

It seems that you are not safe even outside of Godorno. With the speed of someone whose survival instincts had been honed razor sharp by living in such a dangerous city, you grab your knife from beside the bed and fling it at the man. It strikes him in the face. He yelps in pain and drops his sword before fleeing from the room, his stomach for battle gone.

Cross the knife from your items. You may add a sword to your items.

You go downstairs to tell the innkeeper of your attack. He tells you that the man had just fled the inn and apologises. He gives you a key to a different room and you go to bed. Turn to [64](#)

531

You bravely struggle against Hate, but its tentacles lash at you relentlessly. Eventually, Erika's spell wears off and Hate is free to wreak destruction. Its first act is to rise up above you and descend upon you to crush you like a bug before it moves on to level Godorno. You have failed to save your city.

532

Entering Grond alone would be suicide. You think about who can help you break into Grond. Your friend Marmeluke is a skilled grifter and burglar who has used his skills to both obtain valuables and to seduce the women of Godorno. On the other hand, your sweetheart Lucie is very well connected, no doubt due to her loving personality and warmth. She might be able to sneak you in. You have had many adventures with both of them and you know them to be reliable.

If you visit Marmeluke, turn to [389](#)

If you visit Lucie, turn to [90](#)

533

You prepare your second assault and then start throwing another knife at the spider. Your attacks are too much for it. It goes limp as it expires.

Delete the knife from your possessions.

You step up to the frame and hold the jewel aloft in both hands. The room is suffused with a glow of power. At last you have a weapon with which to combat Hate.

Add the Jewel of Sunset Fire to your possessions.

You then leave through the door. Turn to [223](#)

534

You spend a night cold and damp, snatching what sleep you can get. When you awake, you get up, rubbing your aching limbs. You think about what you can do next. You have vowed to save your people, but you are trapped, alone, in a city on the brink of tearing itself apart. Is there anywhere you can go that will help? Is there anyone left who you can trust?

If you seek out Melmelo, master of the guild of thieves, turn to [327](#)

If you go to the library and do some research, turn to [477](#)

535

Skakshi senses your hostility. The thief vaults nimbly over the table and draws a stiletto from his boot. It is a balanced knife, good for throwing. You haven't long in which to do something.

If you have Spells and a wand and wish to use it, turn to [43](#)

If you have the Swordplay skill and a sword, turn to [131](#)

If you have Throwing and some throwing knives, turn to [98](#)

If you prefer to rely on Cunning, turn to [329](#)

If you have none of these skills, turn to [209](#)

536

Just as you are thinking of how to leave the city, one of the soldiers jumps up 'Thief!' he shouts. One of the urchins runs off into an alleyway clutching a pouch of money. A merchant on the main road grabs his belt. He has been pickpocketed. The other soldiers stand up and rush after the urchin. The other urchins scatter, running in front the soldiers, tripping them up and getting in their way.

Whilst all this commotion is going on, you take advantage of the unguarded gate and slip through. Turn to [552](#)

537

The guards approach your cart, but you stay calm. You have already worked out how you will get past them. A tall, muscular man with a sergeant's insignia approaches you.

'What is your business?'

'The Overlord wants to send a gift to the merchants of Burg to thank them for their great service. I have a dozen slaves here for them.'

The sergeant looks sceptical, until you present to him a piece of paper with the signature of the Overlord himself on it, giving you right of passage. He looks at it, pretending to read it before waving you through.

You breathe a sigh of relief that your forgery worked, but you are a little disappointed that you had to use it on someone who couldn't actually read. [332](#)

538

Before you can explore the library any more, you hear shouts and screams coming from outside. A scholar runs past you trying to carry as many books as he can under his arms 'Get out!' he yells 'The Overlord's men are here!'

You get up and walk out of the room to see a soldier in black armour, pulling the books off the shelves. Another soldier saunters past with a pile of books in his arms.

'These will make great kindling.' you hear him joke. One of the librarians stands in his way 'Why are you doing this?' He shouts.

'This knowledge is the enemy of law and order. People who know things question things. And the contents of these books are lies. The Judain have filled your head with lies. Now get out of this place, before we torch you with your beloved books.'

If you flee the library before you end up burnt with the books, turn to [548](#)

If you attack the soldier, turn to [460](#)

539

How will you help the man? You are up against three heavily armed and armoured guards?

If you have the Cunning skill and wish to use it, turn to [215](#)

If you have the Throwing skill and a knife and wish to use it, turn to [403](#)

If you have the Roguery skill and a knife or a sword, turn to [154](#)

If you have Spells and a wand, turn to [3](#)

If you attack the men, turn to [256](#)

If you decide to reveal yourself and draw the guards away from the man, turn to [38](#)

If you decide against action and instead decide to flee, turn to [104](#)

540

The door opens, revealing a tall, stooping man with a wooden leg. This is Melmelo's major-domo. The man bids you to enter and shows you to Melmelo's snug. Doubtless this man lost his leg doing a job for Melmelo and has been rewarded by the sinecure of becoming the guildmaster's senior servant. The snug is a comfortable little wood-panelled room lined with bookcases and trophies picked up from the villas of nobility. It is one of the smallest rooms in what must be one of the grandest villas of the city. Melmelo is very rich.

He is a small shrewd-looking man, missing his left little finger and just beginning to lose his greying hair. He is dressed simply and you are reasonably sure he is not armed. You can hear the major-domo working in the garden; the stub of his wooden leg thumps on the flagstones of the garden path. He is too far away to help Melmelo should you attack him. Melmelo looks quite relaxed. However, you decide not to attack him. A man who rises to Melmelo's position does so by being prepared. You decide to ask him for his help.

'So you have come to me for help, have you? Times must be desperate if the Guildmaster of the Guild of Thieves is your most trusted source of help. Very well, though. I will tell you what I know. As far as I can tell, it is too late to do anything about it. The plague afflicting the city is no ordinary plague. The victims do not succumb to some fever, but rather become feral and violent. Their eyes become green and purple pustules appear on their skin. However, something more disturbing is happening. Blobs of purple jelly have been stalking the street, taking people and absorbing them to make them bigger. Many of my beggar informants have told me of them. They attack and slip back into the sewers. I'm usually not one for folk tales and the like, but these sightings are consistent with the rising of Hate. If this is true, then these blobs will grow as they feed upon the hateful until they completely consume and destroy the city. This is what happened to the ancient city of Kush.'

'Has it ever been stopped?'

'Not to my knowledge, but if there is one thing that can destroy Hate, then it would be the Jewel of Sunset Fire, hidden in the Tower of the Sentinel.'

Everyone in the city knows of the Jewel. It is said that Erika, a sorcererss, hid the jewel there to prevent other members of the Wizards' Guild from using its power for ill. It is well guarded with traps and monsters. So well-guarded, even I have not been able to steal it. However, I have been able to find out a few things. You can scale the tower from the outside or inside. Both are perilous, but if you go up the tower from the inside, know that you must only step on every third stair. The outside seems too dangerous as the walls themselves shift to shake off climbers. Many talented thieves have died to find this out. I wish you luck, for I will be off to Mazarkhand before the Overlord starts to seek my wealth or Hate itself takes me. Take my advice and get out while the going is good.'

'I can't. I have my people to save.' You reply. Melmelo merely shrugs.

You are reasonably sure that Melmelo is telling the truth for he wants to see Hate vanquished. After all, he is at the top of the pile here in Godorno.

Add the codeword Sunset to your adventure sheet.

With your meeting concluded, you head back to Bumble Row. Turn to [179](#)

541

The ground is covered in rubble. However, something is not right. You then notice that there are perfect circles clear of debris in the corridor. You resolve to avoid them.

Eventually, you get to the golem's room. Turn to [135](#)

542

How will you attack this mass of Hate? You do not want to attack it unarmed as you have seen what happens to people who touch the slime.

If you have a sword and wish to use it (Swordplay is not necessary), turn to [180](#)

If you have a knife and wish to throw it at the blob (the Throwing skill is not necessary), turn to [556](#)

If you use Spells and a wand, turn to [549](#)

If you cannot do any of the following, you must flee (turn to [275](#))

543

You advance quickly on Skakshi, getting in close to match your sword against his club. As you lunge forward, the haft of the club catches you a painful blow on your shoulder and you feel the spikes tear your jerkin and bite into the flesh beneath.

Lose 3 Life Points.

If you are still alive, you send the pommel of your sword crashing into Skakshi's jaw with stunning force. He gives a surprised grunt as his knees fold under him. Before he can rise and continue the battle, you have the point of the sword at his throat.

'Take me to Melmelo,' you say to him as you get your breath back.

He looks at your sword uneasily as he slowly gets to his feet. 'I'll take you,' he says sullenly. Turn to [9](#)

544

You prepare the thunderflash spell, speaking the arcane words and pointing your wand at Hate. You finish the spell just as some tentacles are reaching for you. There is a deafening crack as a blast of energy is directed at the creature. It sears the purple flesh, making the tentacles recoil momentarily. However, despite the blast of energy, the worm is far from finished and the tentacles start to advance on you again. You have only bought yourself a little time and not enough to prepare another spell.

If you have a sword (Swordplay is not necessary), you could attack Hate with that. Turn to [370](#)

If you want to fight Hate unarmed, turn to [314](#)

If you wish to flee, turn to [408](#)

545

Caiaphas is the rabbi in charge of the largest synagogue in Godorno. When you were very young, it was he who recognised your potential and who introduced you to the mentors who taught you your skills. Caiaphas is the hub of the community a man who has touched the lives of everyone he meets for the better. He has continued to preach compassion and peace, despite the subjugation by the Overlord's men. He believes that the Sycaari's revenge attacks will just perpetuate a cycle of violence and hatred.

When you knock in the door, it opens quickly and Caiaphas ushers you in. He then slams the door behind you. He leads you into his living room where his pregnant wife, Ruth is sitting with at least a dozen Judain.

'It is good to see you, my friend, but if you have any sense, you would quit the city immediately.'

'I couldn't go without seeing if you and Ruth were well.'

'We'll be fine. We're leaving the city as soon as we have arranged the escape for our friends here.' He motions at the people in the living room. Then he has an idea.

'Actually, we need someone to help them escape. We were going to disguise them as slaves and smuggle them out on a cart, but I am too well known to bluff my way past the guards. If you do it, we'll give you supplies and you can leave the city too.'

If you agree to this plan, turn to [285](#)

If you refuse to carry this out, turn to [82](#)

546

You have survived the catacombs of the Megiddo Dynasty and managed to obtain a Jade Warrior's sword.

If you have the codeword Execute on your adventure sheet, turn to [435](#)

If you don't turn to [527](#)

547

It takes you a long time to safely get back to Bumble Row. First you have to hide in a pile of debris as a patrol of the Overlord's soldiers bang on doors, question people and search houses for Judain. Next, you have to duck in an alleyway as a manic Hate infected lost soul runs screaming through the streets. Finally, you have to hide in the shadows as a group of Sycaari walk by. The city is becoming a deathtrap. Eventually, late into the night, you make it back to the safety of your hovel where you collapse on your pallet and fall asleep.

When you awake the next morning, you think about whether you have any allies left in the city. There may be some Judain who are still able to survive here who aren't members of the Sycaari. You think of the mentors that Caiaphas set you up with when he noticed your potential. These great Judain recognised your talents and honed them. They might still be in the city. On the other hand, you might need more people if Hate is getting so powerful. It might be worth using a gondola to scour the city to find other lonely Judain to recruit to your cause of stopping Hate.

If you decide to seek out one of your mentors, turn to [371](#)

If you want to scour the city by barge, turn to [564](#)

548

The Overlord has gone mad. For centuries, this library has provided knowledge to advisors, rulers and council members and now it will be destroyed. You leave the library and walk past a group of guards setting fire to a pile of books outside the building, laughing as they do. More guards come out to pile the books on the fire.

You flee this place before you become a victim of this madness. Turn to [474](#)

549

The thunderflash spell seems right for such circumstances. The bang makes the walls of the houses reverberate with echoes. There is a flare of spurting red fire which sears and burns the cloying purple softness of the monster, which convulses. The purple flesh is cauterised and the blob recedes back into the sewers.

You are safe. For now. Turn to [165](#)

550

Hate starts to writhe and spasm in agony. The mighty beast struggles in vain to free itself from its chains. It roars in pain and frustration. You see its purple skin start to wither.

Remove the ivory pomegranate from your adventure sheet. It will no longer reduce damage that Hate causes to you.

You now need to think about how you can finish Hate off.

If you have the Jade Warrior's Sword and wish to use that, turn to [125](#)

If you have the Jewel of Sunset Fire and wish to use that, turn to [218](#)

If you have neither, you can still choose to face Hate (turn to [272](#))

Or you can flee (turn to [476](#))

551

Which item could you use?

If you have a mirror and wish to use it, turn to [309](#)

If you have a diamond and wish to use it, turn to [451](#)

If you decide to open the door, despite the consequences, turn to [190](#)

If you abandon your quest for the jewel and leave the tower, turn to [252](#)

552

You are now on the trade road that leads north. Despite being free from the perilous city of Godorno, the wilderness has its own dangers starvation, beasts, brigands and the occasional patrol from the Overlord's men. You may even decide that Godorno is where you belong.

If you have the codeword Chronos on your adventure sheet, turn to [137](#)

If you do not have the codeword Chronos, turn to [516](#)

553

You take cover in the bushes beside the road a prudent move which conceals you from the brigands who soon go thundering past. Obviously the trouble in Godorno has led to lawlessness in the surrounding countryside. If you venture further you have a good chance of simply being slaughtered for the clothes on your back. On the other hand, if you return to the city you might at least sell your life dearly in the Judain cause.

If you strike out into the depths of the forest, turn to [501](#)

If you risk returning to the gates of Godorno, turn to [287](#)

554

As you prepare for your last assault on Hate, you see Talmai run past you and jump into its maw. Hate starts to shudder and thrash, unable to tolerate the presence of such goodness in its being. As you watch, the people come out of their hiding places and join your band in attacking the beast while it is in agony.

Hate starts to wither and weaken until it cannot take any more and it crashes to the ground dead. Turn to [381](#)

555

'Fine. I was wrong when I didn't think you were a coward. Go and slink away and leave the rest of us to save the Judain from the Overlord.'

You try to tell Ahab that you don't want to part like this, but he refuses to talk to you any more. Instead, he leaves you to join a group of Sycaari who are discussing who to shank this afternoon. There is nothing more for you here.

You leave the city. Turn to [42](#)

556

You fling a knife at the blob. Its blade buries itself in the purple gelatinous mess and the tentacles recoil. The blob then advances on you, waving its tentacles menacingly. You throw another knife, which strikes the blob and makes it recoil again. You don't wait to fling a third knife at this seething mass. As it strikes it, the blob decides to retreat back into the sewers through the drain.

You are safe. For now. Turn to [165](#)

557

You must silence the soldier quickly before his cries bring the neighbours. But even as you race up the stairs towards him, your thoughts are awirl with the mystery of what went wrong. There was no fault in your magic. However, the plan relied on everyone in the house being asleep at the instant you cast the spell. Evidently, this one soldier was awake guarding the diamond, so the charm failed to affect him. You can well imagine his fright and confusion when he heard you moving around downstairs and then discovered that everyone in the house was in a deathly deep sleep from which he could not rouse them.

The first sweep of his sword is clumsy. You dodge in under his guard, anxious to end the fight as quickly as possible. You have fought much tougher opponents in your time.

Lose 2 Life Points if you have no combat skills, 1 Life Point if you have Unarmed Combat; if you have Swordplay (and a sword), you lose no life points.

Assuming you survive, you conduct a quick search of the upper rooms and leave as soon as you have the diamond. Turn to [384](#)

558

You awake and cautiously emerge from your hovel. All is clear. You then think about how you are going to fight Hate. Such a creature will soon grow so large that it could destroy Godorno. It will require great power to destroy it.

There are only two places in the city where such power might reside. The first is the Tower of the Sentinel. It is said that the sorceress Erika, who lives on Giant's Tooth Island, had the tower constructed to protect a powerful artefact called the Jewel of Sunset Fire. She didn't want any of the Wizards' Guild to get hold of. However, she created magical protections to prevent anyone stealing it. The second place is below the city where several ancient remains and tombs are. Thieves have braved these tombs and some have returned with riches, a few have returned with magical items, but most have not returned at all. Both courses are dangerous, but not taking either of them will guarantee Godorno's destruction.

If you decide to go to the Tower of the Sentinel to get the Jewel of Sunset Fire, turn to [387](#)

If you enter the sewers and seek out ancient magical artefacts, turn to [110](#)

559

Hate stares you down, eager to break free of its magical chains and devour you, but it is still a prisoner. This is your only chance to destroy it.

If you have the Jewel of Sunset Fire, turn to [231](#)

If you have the Jade Warrior's Sword and wish to use it, turn to [507](#)

If you have the ivory pomegranate and wish to use it, turn to [58](#)

If you have none of these things, you can still choose to face Hate (turn to [272](#))

Or you can flee (turn to [476](#))

560

Turning from the book, you search the bookshelves for more practical help. You know the library well as you spent a lot of your youth here researching stories and lore from the past. You find a book entitled 'Ancient Treasures of Godorno.'

You read this book with fascination. As you already know, the sewers of Godorno are littered with ancient tombs and treasure hordes and this book gives a list of some of them. The Jewel of Sunset Fire, you already know of as it is being stored in the Tower of the Sentinel for safe keeping. You also read of the Jade Warriors, unliving creatures who keep an eternal watch over the bodies of the Megiddo emperors. These creatures are automata, virtually indestructible due to being made of jade, and each one carries a jade sword, sharpened with master craftsmanship and magic. Many thieves have tried to plunder the treasures of the tombs, but most have succumbed to the unsleeping Jade Warriors. However, the book gives some secrets to the Jade Warriors' weaknesses. When the last Megiddo emperor was alive, he kept the Jade Warriors as bodyguards. They were unable to stray far from him as he wore a jade ring upon his finger. It is said that the Jade Warriors were bound to this ring and could not move too far away from it. The book also tells you about how one day, during a religious service, the jade warriors became engulfed in some smoke from an incense burner. This seemed to confuse their senses and they started lumbering about, swinging their swords at random. That day, they accidentally killed the high priest. You also read that the emperor was able to command these warriors with a jade sword of his own. It glowed brighter than the others as it had stronger magic upon it.

Add the codeword Jade to your adventure sheet.

You put the book down and decide to find something else. Turn to [538](#)

561

Before you can make a move, Hate's green eyes glow. You see the glow of green light around you and your skin starts to prickle uncomfortably. The heat is increasing to painful levels now. Hate is assaulting you with its magic.

If you have an ivory pomegranate, turn to [277](#)

If you don't have an ivory pomegranate, turn to [124](#)

562

Your own opinion is that the myth of the return of Harakadnezzar is only a story invented to deter would-be grave robbers from rifling in the more recently consecrated tombs. The story of Hate, however, is well known to all folklorists. Hate rises up in the foundations of ancient and decadent cities, swallowing the proud, wicked and greedy into its ravening maw. This manifestation of the force of Hate was last heard of in the Old Empire city of Kush, a thousand years ago. There is nothing left of Kush now. The greatest and most powerful city the world has ever seen has become a giant dustbowl in the grasslands.

If you have Roguery, turn to [324](#)

If you have Charms and an amulet, turn to [373](#)

If you have neither skill, turn to [116](#)

563

Not waiting for an invitation, the guards flee the prison before anyone else can attack them. You have managed to save all of these lives and stopped your people from committing a barbaric act.

If you have the codeword Venefix, delete it. If you don't, gain the codeword Satori.

Once you are sure you have freed everybody, you leave the prison. Turn to [351](#)

564

Taking the grandest gilded gondola from the tie-ups at Tartar's Quay you begin to pole effortlessly down the Grand Canal. Inside the gondola, the benches are covered with black leather, neatly garnished with fine linen cloth, its edges trimmed with lace. The gilded ends of the boat are in the shape of dolphins' tails. There is no other traffic on the water and you are at leisure to notice the cracks developing in the waterfront villas as they begin to subside into the canal. Every now and then a cascade of tiles and chimney pots reminds you Godorno is sinking without trace.

To pass time, you sing the song of the traveller's return with as jaunty an air as you can muster. The murky waters of the canal ripple and bubble unnervingly as you glide across the surface. You stare through the surface reflection for any signs of the roiling coils of Hate moving below the surface.

You turn out onto Grand Canal, where a puff of wind turns the gondola sideways and towards the sea. A flock of seagulls passes overhead and you get an uneasy feeling that you are being watched.

Then you see them. There is a band of lepers on the shore. They are coming up the street in a slow-moving throng, a parody of a dance troupe that shuffles from house to house striking guilt into the hearts of those who see it.

They are starving and emaciated, many have lost fingers, toes and their noses. Some are missing a foot or a hand. A few are heaving themselves along on trolleys, with no legs left on which to walk. They have escaped from the sanatorium. No one has fed them for days.

Will you pole to the shore and lead them to safety (turn to [96](#))

Or let them wander on until Hate swallows them into its quivering purple mass (turn to [356](#))